

1992 GAMES 100 pp. 53-64
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complete rules, page 4



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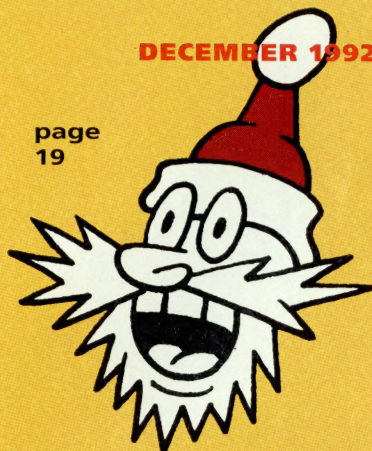
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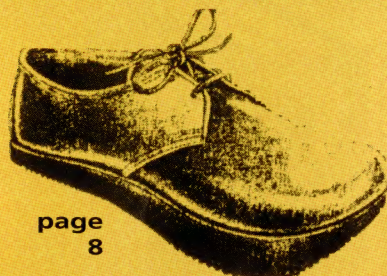
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CONTEST

ALL THE TRIMMINGS!

It's that time of year again—the holidays, good cheer, eggnog, The GAMES 100 (pp. 53-64), and ... the annual GAMES 100 cover contest. Naturally, our tree-decorating scene is chock-full of games. In fact, it's filled with parts of games from The GAMES 100. How many of them can you identify?

Directions Parts of 15 or more gameboards, playing pieces, and electronic screens from The GAMES 100 are shown on the cover of this issue. The exact number is for you to determine. Each game on the cover has a photograph in The GAMES 100 section, and can be identified from just that photograph, although the area of the board, piece, or screen shown on the cover might not be the same as the area shown inside. Look carefully at everything—the whole scene is fair game!

Winning The grand prize will go to the entrant who correctly identifies the most games without any errors. Runner-up prizes will be awarded to the 10 entrants with the next highest total of correct games with no errors. Ties will be broken by random draw.

Entering When you've made your list and checked it twice, write it on a postcard or letter, and indicate prominently the number of games you found. (If you use an envelope, write the number on the outside and circle it.) Send your entry, along with your name and address, to: **All the Trimmings, GAMES Magazine, 19 West 21st Street, New York, NY 10010.** You may enter as many times as you wish, but each entry must be mailed separately. **Entries must be received by January 4, 1993.**

—Amy Goldstein

LETTERS

PINNING US DOWN

As an avid reader of GAMES as well as an avid bowler, I was thrilled to see your bowling logic problems ("Bowled Over," August), but while racking my brain for the answers, I found myself staring at the artwork. I sensed something was odd before it struck me: There are 11 pins in the picture! As people who bowl know, only 10 are used.

Matthew Tella
Millbury, MA

The number of pins was odd—literally—but intentionally done in the spirit of visual play.—Ed.

SO THAT'S THE SECRET

After completing your "Presidential Race" crossword (October), I was surprised to discover the universal campaign stratagem reading from left to right across the third row of your puzzle:

THESECRETISLIE

Was this intentional?

Geri Syverud
Charlottesville, VA

We sometimes hide secret messages in our puzzles, but this wasn't one of them.—Ed.

HE'S NO FOOL

In my determination not to be fooled by any of your April Fools, I became the biggest fool of all—on an actual story. I did not believe your article on "sirds" ("Look Ma, No Glasses!", April), even after several issues with stereogram ads and contest results. I thought it was a hoax.

I finally decided to give it another try after another letter and ad appeared in the October issue. Indeed I have been a fool all along. I just wish you had put the article in a different issue because stereograms are too fantastic for any skeptic to miss.

Timothy Castle
Alameda, CA

A new stereogram feature and contest appear on pages 22-23.—Ed.

MAKING CHANGE

Regarding your "Coin Flip" problem ("Heads Up!", August), I believe a more interesting puzzle is created when you change the rules slightly and replace the words "higher value" with "larger size." [As before, the object is to reverse the

order of the coins in the fewest possible turns. In each turn, move a coin one square to the left or right. Under the new rules, you may move a coin only into an empty square or onto an adjacent coin of *larger size* (e.g., a dime can move onto a penny, but not vice versa). Only the top coin of a stack may move.] What is the smallest number of turns necessary to accomplish the switch now?

Doug Peterson
Kent, WA



ANSWER, PAGE 47

LAUNDRY

If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll acknowledge the first or most entertaining letter and send the writer a GAMES T-shirt.

•**Real Hinky Pinkies** (Wild Cards, August, page 61.) Holy moly! We goofed! As John Petratis, of Elmhurst, NY, wrote, "Robin of *Batman* never uttered 'Holy moly!'. 'Holy moley!' (spelled with an 'e') was a frequent exclamation of Billy Batson, otherwise known as Captain Marvel."

•**Dr. Quizzler's Mind Teasers** (June, page 47). In August we laundered the problem "What relation is a man to his mother's only brother's only niece?", admitting that the answer could be not only her brother (as we said) but also her cousin. Now, as some readers tell us, there may be a third answer—no familial relation at all. As Tom Mentock, of Sheridan, WY, puts it, "She could be your mother's brother's wife's sister's (or brother's) daughter—a niece in your mother's sister-in-law's family." Everyone clear now?

•**Ladies First** (August, page 47). Glenn Heffner, of Goleta, CA, thought the hula hoop world record of 88 hours was a fake since the dates listed, July 9-14, just didn't add up. "Even if one began at 11:59 P.M. the first day and stopped at 12:01 A.M. the last, that requires a minimum of 96 hours." We got our information from the 1992 *Guinness Book of Records*, and a Guinness editor we spoke to can't account for the discrepancy.

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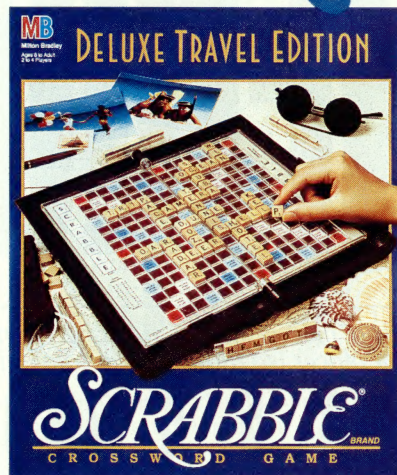


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THE ART WORLD TEES OFF

“Miniature golf,” says Ken Buhler, “is one of the true American folk art gems.” As registrar of Manhattan’s Artists Space, Buhler deals with many of the major figures in the art world. So it was only natural for Buhler to combine his two passions—art and miniature golf—into an all-new exhibit called “Putt-Modernism.”

For several months, the Artists Space has been transformed into a fully functional, open-to-the-public mini-golf course. Cindy Sherman, Frank Gehry, and Michael Graves are among the well-known contemporary artists who built holes for it.

While some of the holes carry political or social messages (for example, Ward Shelly’s “Censorma” contains a giant inflated censor blocking the path to “Pleasure Land”), most are purely playful. In Sandy Skoglund’s par 2 “Sketching with Cheese Doodles,” the putter is menaced by giant animated bunnies made of, well, cheese doodles. John Torre-



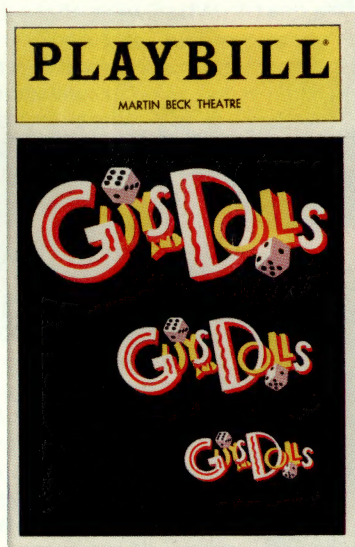
ano’s “Black Hole” (par 4) is a black spiral path with stars and planets as obstacles. The most tongue-in-cheek hole is Gregory Amenoff’s par 3 “The King’s Hole,” in which a well-placed shot takes the ball through the milestones of Elvis’s life—

Col. Tom Parker, Ed Sullivan, Graceland, bad movies, Las Vegas, etc. Shots that go awry send Elvis into one of a number of alternate realities, such as truck driver, lounge singer, Star Search contestant, or Michigan Burger King fry cook.

A miniature golf fan from way back, Buhler proposed the Putt-Modernism exhibit as a revenue booster for Artists Space during the normally stagnant month of August. All the artists involved were asked to donate their time and materials. “Everyone wanted to do it, even though they were busy,” says Buhler. “Of course, most of them don’t know anything about physics, so I had to make sure that all the holes actually worked.”

According to benefit coordinator Lucie DuHamel, the exhibit has drawn record crowds, including a surprising number of families and kids. Says artist Shelly, “This was a great opportunity to be not so serious, and maybe to get a message across to people who might not normally set foot in an art gallery.” ■

PLAY IT AGAIN



Above, the *Playbill* cover for the Broadway revival *Guys and Dolls*. What’s so unusual about it? ■

ANSWER, PAGE 46

CHESSMANIA

For some, New York City’s Central Park has an unsavory reputation. But for one afternoon in July, it was headquarters to some of the smartest kids anywhere, as the city Parks Department hosted the first U.S. Chessathon. Approximately 1,000 children and some 500 adults gathered for the marathon, which raised \$20,000 in cash and \$11,000 in chess equipment for various charities.

Thirty master chess players, including 16-year-old Hungarian phenom Judit Polgar, came to New York for the competition, each one taking on 40 different players at once. Polgar, the top-ranked female chess player in the world and the youngest person ever to achieve the rank of grandmaster, took on the Raging Rooks, the former U.S. Junior High School champion team from Adam Clayton Powell Jr. High School in Harlem. Surprisingly, 15-year-old Raging Rook Sharu Robinson managed to battle Polgar to a draw, but later held his head in his hands when he realized that he had actually been in a position to beat her.

John Renaldo, of Chessathon sponsor Fidelity Electronics, said the purpose of the Chessathon was to “raise awareness of the positive influence chess has on kids. It keeps them off the streets and out of gangs, and has been proven to help them develop intellectually.” And the Chessathon is likely to become an annual affair. Next year, says Renaldo, it may be sponsored simultaneously in several U.S. cities, as the American Chess Foundation tries to turn the Chessathon into a truly national happening. ■



WE'VE GOT YOU COVERED



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REMEMBER THE ★ ★ SEVENT

The '70s may not seem so long ago, but we bet you've already lost track of those platform shoes you wore or the Bicentennial quarters you spent. When you do stop to reminisce, it begins to come back—the Village People, lust in Jimmy Carter's heart, *Mary Hartman, Mary Hartman*. How much more can you remember?

ANSWERS, PAGE 46

1. A song from 1934 tells us that "Stars Fell on Alabama." But in July of 1979, something similar actually occurred when what fell on Australia and the Indian Ocean?

2. "You are the architect of everything you do, and the sole cause of everything that happens to you" was a precept of what philosophy popularized in the 1970s?

3. Because it was indicative of inner bliss, what was the ideal color for your mood ring to turn?

4. This 1975 brain-child of California adman Gary Dahl sold for \$5, required no care, and did absolutely nothing. But stores such as Macy's, Bloomingdale's, and Filene's sold out in time for Christmas. What was this addition to the up-to-date 1970s household?

5. Name this actor and the character he played in the decade's biggest miniseries.

6. It was a best-selling non-fiction book of 1970, and it was adapted into a Woody Allen movie two years later. Name it.

7. The nation's been breathing easier since January 1, 1972, because that's the day on which TV watchers began not seeing these. What?

8. September 20, 1973, was a sad day for male chauvinist pigs everywhere when what over-the-hill braggart was trounced by what liberated tennis champ in three straight sets?

9. In October of 1974, President Gerald Ford introduced the short-lived "WIN" buttons. What did the acronym "WIN" stand for?

10. And speaking of initials, the radical group known informally as the SLA kidnapped publishing heiress Patty Hearst in February 1974 and held her for several million dollars ransom. What did "SLA" stand for?

11. Who was this man, and what product did he market in 1977?

12. During the days of gas lines brought on by the 1973-74 OPEC embargo, how was it decided which motorists could buy gasoline when?

13. Of the six actresses to have a title role in the TV series *Charlie's Angels*, who was the only one to remain on the show for the full five-season run?

14. What were these faddish '70s shoes called?

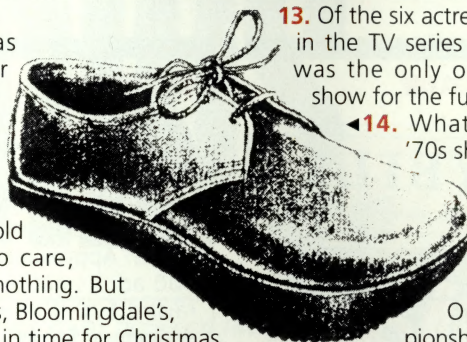
15. A new type of sex discrimination arose when who was barred from competing at the U.S. Open cham-

pionships at Forest Hills, October 27, 1976?

16. Who were the combatants in the October 1975 "Thrilla in Manila"?

17. In May 1975, the *Fortune* "500" list of America's wealthiest corporations was headed by Exxon. What company had fallen to the #2 spot, after 40 years as #1?

18. Who was the U.S. ambassador to the United Nations from 1971-73? (Hint: You probably know him better from a later government position.)



A Trivia Quiz by Raymond Ecke

QUIZ?

19. Her name is Sally J. Priesand. In June of 1972, in Cleveland, Ohio, at the age of 25, she became America's first female ... what?

20. What 1970s fad "peeked" during a presentation by David Niven at the 1973 Academy Awards show?

▼ **21.** Originally billed as the next Beatles, this five-man band from Scotland had only one #1 U.S. hit—"Saturday Night"—before they gently faded into oblivion. Who were they?



22. Over the July 4th weekend in 1976, a mysterious flu-like malady broke out at a Philadelphia hotel, killing 28 people who had gathered there for a convention.

What group's convention was it?

23. In July 1978, 5-pound 12-ounce Louise Brown was born at London's Oldham Hospital, making her the world's first ____.

24. "A vulture spewing black smoke," in the words of a local resident, landed at New York's Kennedy airport for the first time in October 1977. By what name was this controversial "bird" better known?



▼ **25.** Can you recall the name of this often-recalled car, which

had a tendency in rear-end accidents to explode into flames?

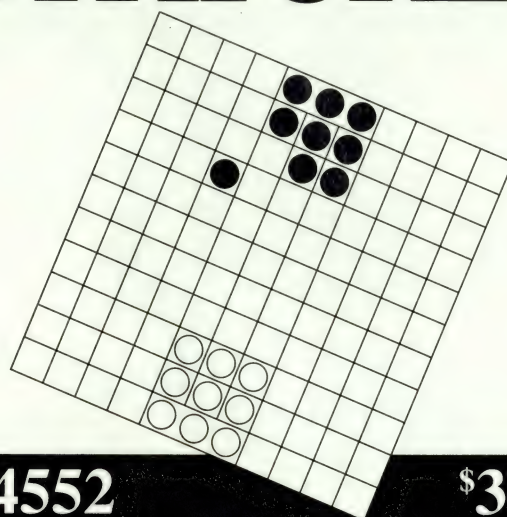
26. What dance craze was launched in summer 1975 by a #1 Van McCoy hit, in which only three words were sung the entire song?

27. "____ to win" was a phrase heard almost daily on TV's *Hollywood Squares*, because the all-important center position of the show's tic-tac-toe board was regularly occupied by ... who?

28. In the 1976 Summer Games, who scored the first perfect 10 ever given in Olympics gymnastics?

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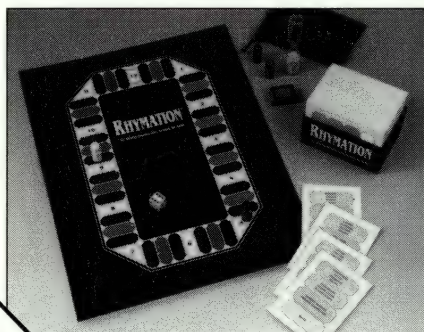
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**No Challenge
Is Too Hard
at the
World Puzzle Team
Championship**



SHHHH!...

For 15 days last summer, sports fans around the globe watched the world's best athletes compete in the Olympics. Every four years, it seems, new sports are added, making it possible this year, for example, for pay-per-view subscribers to watch badminton, table tennis, synchronized swimming, and even tae kwon do. Here's a modest proposal for the Olympics organizers in Atlanta: How about a gold medal in puzzling?

A month before the Summer Games, *GAMES* Magazine and Times Books hosted what might be called an all-round mental Olympics. Teams from 13

countries gathered in New York City in June to participate in the 1st World Puzzle Team Championship, the first-ever event designed to pit teams from around the world against each other using puzzles with no language or cultural biases. Crosswords were out, of course; instead, the assortment of puzzles in this competition emphasized math and logic problems and various tests of visual observation and memory. (A selection of the tournament brain-twisters appears on pages 38-39.)

Contestants ranged in age from 15 to 71. The four members of

the U.S. team and two of the Canadians won their positions in an open competition conducted by fax (see April *GAMES*). On a specified day in May, 234 hopefuls were simultaneously faxed a six-page test containing 32 puzzles. They had 90 minutes to work as many of the puzzles as they could and send their answers back by fax. (The other two members of the Canadian team were selected by Mensa.) This was believed to be the first national fax competition ever held.

In Germany, Hungary, and the Netherlands, puzzle magazines that sponsored teams selected members from their staffs. In Argentina and Finland, teams were formed by local puzzle clubs. National competitions by mail were held in Japan, Poland, Turkey, and Slovenia. In Poland, the weekly newspaper *Gazeta Wyborcza* sponsored a two-stage qualifying contest that attracted more than 3,000 people.

On June 24, all the competitors, along with coaches and family members, gathered at New York University in Manhattan. After a get-acquainted party and a day of sightseeing, the puzzlers from around the world were ready for the games to begin.

Instructions to all the puzzles were handed out the evening before the competition started so that contestants who did not speak English could have them translated. *GAMES* Editor and event organizer Will Shortz said he would answer any contestant's questions; the question-and-answer session lasted over an hour. These contestants were *serious*.

The competition took place in the skylit 7th-floor ballroom of the Puck Building, a New York City landmark. Day #1's puzzles included mazes, math problems, tangrams, pattern-recognition puzzles from the commercial game Set, a find-the-differences puzzle, a scrambled comic, a diagramless crisscross, a memory test, and a wooden sliding-block puzzle that filled the room with the music of clicking tiles. Each puzzle had a time limit—usually 20 to 30 minutes—and a point value. In some rounds, bonus points were awarded to solvers who finished early. Contestants



By Lou Kesten



worked individually on most puzzles, and as a team on a few, with all their scores being aggregated for the team's total. Judges consisted of GAMES staff and contributors and members of the National Puzzlers' League, which lent its assistance to the event.

The results of the first day of competition were posted the following morning. The United States had staked out a healthy lead over Poland, with Argentina, Turkey, Canada, and Czechoslovakia rounding out the top six spots.

Day #2's puzzles included a coin-jumping problem, a word search, four Battleships problems, 20 hidden-picture puzzles, and—most devious and difficult of all—a box-packing puzzle designed by Japan's leading puzzle inventor, Nob Yoshigahara. This was a team challenge in which the four players from each country worked together to fit seven wooden blocks perfectly into a 2x5x5 box. Yoshigahara watched the event, and as all 13 teams simultaneously dumped their loose blocks onto the tables, he nervously paced the room with his fingers crossed. "Please, somebody solve it," he whispered.

After 15 minutes no one had, so, according to the rules, one block was revealed as a starting hint. That was enough for the Croatian team, which found the solution a few minutes later. The Japanese and Slovenian teams needed a second hint to solve it; Canada, Argentina, the Netherlands, Turkey, and the United States were successful with three clues.

Then the judges made their final tallies, and, to no one's surprise, the United States had won. Argentina and Poland moved into second and third places, respectively. The individual prizes were more closely contested, and when Canadian computer science student David Samuel squeaked out a 5-point victory over teammate Darren Rigby, he was rewarded with a silver bowl and a standing ovation.

Dartmouth student Chris Morse modestly explained the U.S. team's dominance by saying, "We got lucky. We all just meshed perfectly." But tactics also had something to do with the win. His teammate Nick Baxter commented: "There were no rivalries among us, and before each day's events we would get together and share strategies on the types of puzzles we thought we'd be seeing." The Americans may also have been helped by their familiarity with more types of puzzles than some other teams. Said Slovenian contestant and TV quizmaster Jože Stabej: "We don't practice so many puzzles of this kind. We specialize in crosswords." But he found the wide assortment of puzzles interesting, and says he plans to devote more time to them now.

At the post-tournament barbecue at the home of puzzle author and hostess Helene Hovanec, the participants in this global puzzle summit unwound. Japan's Yuichiro Yamamoto gave a demonstration with an "impossible" bottle, first taking apart and then reassembling a wooden rod impaled by an impossibly large bolt inside the glass. Canadian mathematics student Roy Maltby taught some of the other competitors how to juggle. Finnish captain Erja Gullstén taught some dance steps to the Japanese.

"The best thing about this week," said German editor Andrea Rüssmann, "was to meet all these interesting people." Most of the participants echoed the sentiment.

Nearly everyone agreed that the World Puzzle Team Championship should be held every year.



GENIUSES AT WORK

Facing page, from top: Team Canada races to pack the blocks in the box; the Dutch team searches for Sets among the cards. *This page, from top:* The skylit ballroom of the Puck Building, site of the competition; Nob Yoshigahara demonstrates the solution to his box-packing puzzle; teams and guests atop the World Trade Center.



Czech captain Vítězslav Koudelka offered to host the 2nd Championship in Brno, Czechoslovakia, in fall 1993, and teams from Turkey and Argentina expressed interest in hosting the event in future years. If all these plans succeed, GAMES will be holding a lot more fax competitions to pick the national team. Budding geniuses everywhere, take note. ■

MEET THE CHAMPS

The teammates on the victorious U.S. squad had two things in common—a more than passing interest in computers and an uncanny knack for cracking difficult problems. Shown here (left to right):

- Nick Baxter, 35, is a director of software development and program management for a computer company in Burlingame, California.

His other interests include golf, baseball, diving, and art. Baxter says he prepared for the event by “solving as many logic and math puzzles as I could get my hands on—sort of the mental equivalent of carbo loading.”

- Chris Morse, 21, from Amherst, New Hampshire, is a Dartmouth senior majoring in chemistry. He’s also treasurer for his fraternity, a student councilman, and a member of Dartmouth’s College Bowl team. Morse says he started solving puzzles when his sixth-grade teacher began giving her students puzzles photocopied from GAMES.

- Andrew Brecher, 18, is a student from Lexington, Massachusetts. He entered Brown University this fall, and is an



avid bridge and chess player. Brecher found the tournament “kind of intimidating—but a lot of fun.” Like the rest of the Americans, he plans to try out again for the next U.S. team.

- Daniel Johnson, 27, is a software design engineer from Terre Haute, Indiana. He enjoys science fiction and fantasy books and role-playing

games. He prepared for the tournament “by solving puzzles almost constantly.”

The individual champion, Canadian David Samuel, 31, is a Ph.D. candidate in computer science at McGill University, in Montreal. Besides puzzles and computers, his interests include soccer, hockey, science fiction, and role-playing games. “All I wanted to do when I came here was not make a fool of myself,” Samuel confessed—a goal he more than achieved.



Team Results

- 1 USA**
2569
- 2 Argentina**
2224
- 3 Poland**
2134
- 4 Canada**
2103
- 5 Turkey**
2066
- 6 Czechoslovakia**
1908
- 7 Slovenia**
1782
- 8 Japan**
1664
- 9 Netherlands**
1661
- 10 Croatia**
1609
- 11 Finland**
1149
- 12 Germany**
1118
- 13 Hungary**
737

Top 10 Individuals

- 1 David Samuel**
(Canada)
- 2 Darren Rigby**
(Canada)
- 3 Daniel Johnson**
(USA)
- 4 Andrew Brecher**
(USA)
- 5 Rodolfo Kurchan**
(Argentina)
- 6 Nick Baxter**
(USA)
- 7 Karel Henc**
(Czechoslovakia)
- 8 Kamer Alyanakyen**
(Turkey)
- 9 Turgay Yüktas**
(Turkey)
- 10 Chris Morse**
(USA)



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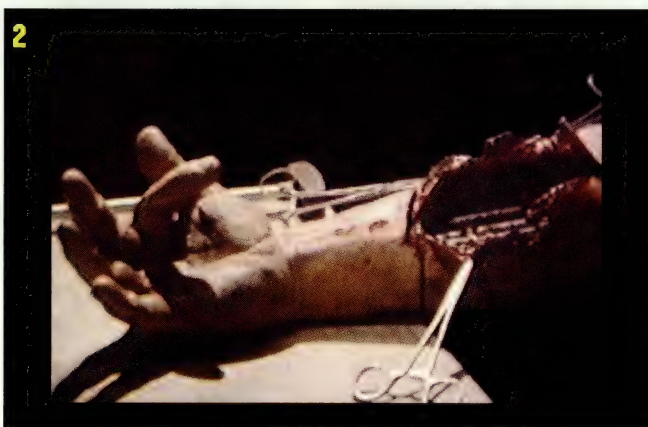


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FLICK OF THE HAND



7



When it comes to striking images, Hollywood gets two thumbs up. Each of the 13 stills on these two pages is from a movie that should be as familiar as the back of your hand. All we're asking you to do is identify them. If you nail more than 10, you're the champ, hands down.

ANSWERS, PAGE 46

By Jeff Moran

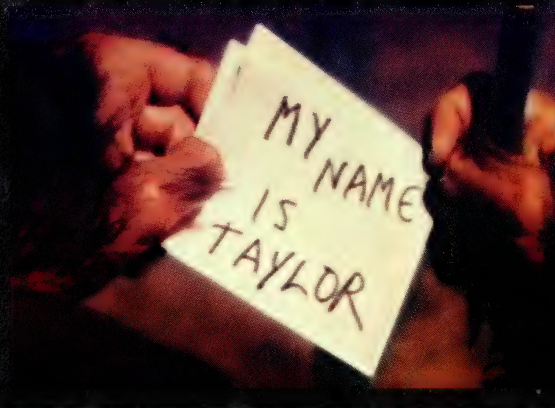
8



11



9



12



10



13



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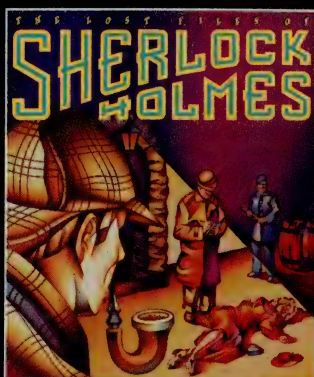
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to have struck again.

Scotland Yard turns

to you my friend.

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SEE DIRECTIONS ON PAGE 21



BOARD VERSION

◀ The classic **Connections Board Version**, the original **Connections** board game, is ideal for home or office play. The high quality board now has an integral piece holder to keep track of the **Connections** pieces between games.

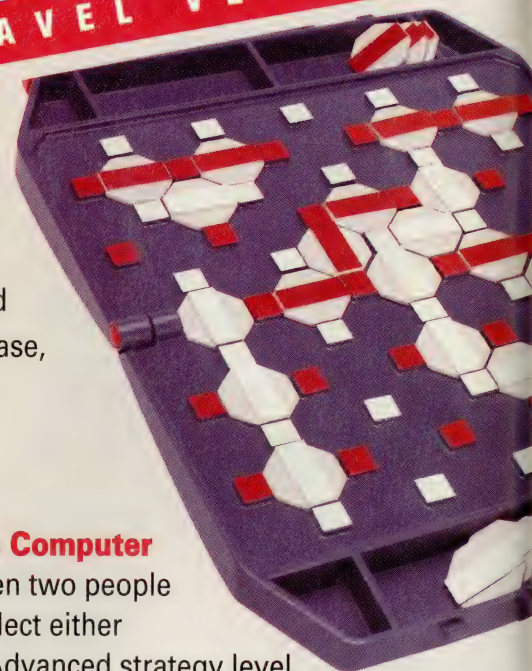
*The **Connections Strategy Board Game** is now available in three exciting models. Choose the version that's right for you!*

CONNECTIONS™

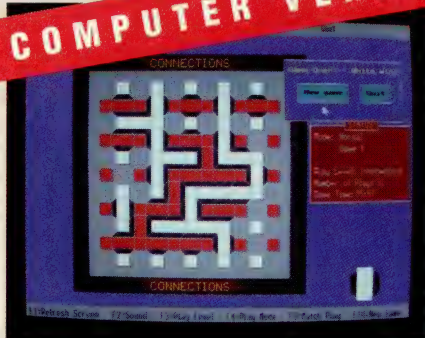
Now There Are Three Ways To Play!

The **Connections Travel Version** is designed for ▶ "Connections on the go!" It's perfect for a car, boat, airplane, beach, or playing **Connections** anywhere away from home. The pieces lock in place so they won't move around during play. The game folds to fit easily in a duffel bag, a briefcase, or under your arm. Now you can take **Connections** with you... everywhere!

TRAVEL VERSION



COMPUTER VERSION



◀ The new **Connections Computer Version** allows play between two people or against the computer. Select either Beginner, Intermediate, or Advanced strategy level. The **Computer Version** is available for IBM or IBM compatible MS-DOS computers with a hard disk and either an EGA or VGA graphics adapter.

For more information on the **Connections** family of games and puzzles, contact your games retailer or call **Connections USA** at

800-528-7558

BRAIN BOGGLER



BRAIN BOGGLER is a 12 piece geometric puzzle that has at least nine different solutions. All the pieces are white on one side and a different color on the other, and they can be used either side up! Ages five through adult.

★★ Yipes! The Snack Hut man has been sampling too much of his overripe eggnog and isn't seeing things too well! Ten of the characters in this Christmas mall scene are performing actions on 10 of the other characters—but from the tipsy counterman's point of view, not to the ones they're next to. Flip the previous page quickly up and down over this page (see diagram) to see what the characters are doing. Then help the Snack Hut man match each animated action to its appropriate reaction elsewhere in the picture. ANSWERS, PAGE 46



Example: The girl in the third row shoots her Super Soaker to make the boy in the top row jump. Now can you find the other nine pairs? (*Flip quickly!*)



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10 Runner-Up Prizes
A GAMES
T-shirt

contest

STEREO

Just when your eyes were getting back to normal, here comes an all-new set of 3-D pictures. Our first set last April ("Look Ma, No Glasses!") got such an enthusiastic response from readers that we asked the originator, computer maven Dan Dyckman, to make a brand-new batch.

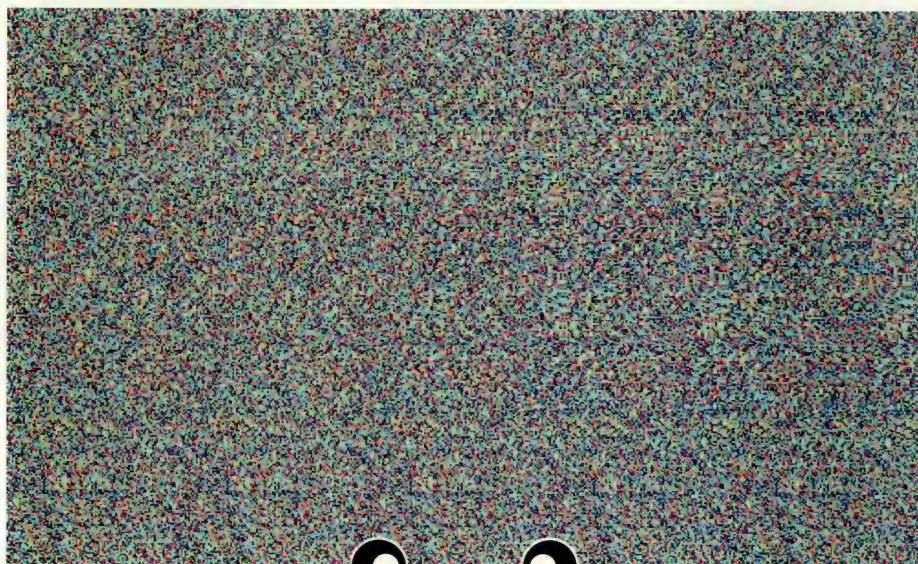
As before, the computer-generated patterns you see here are not the splatters and scribbles they appear to be. Hidden within each design is a three-dimensional shape, which you can see with just your naked eyes—no special glasses needed.

If these are your first stereograms, check out the viewing instructions below left. Then practice on the two small stereograms on this page. For some people the 3-D image jumps out almost immediately. Others need more time to see it; 15-20 minutes or more is not uncommon. Be persistent—the result is worth the effort!

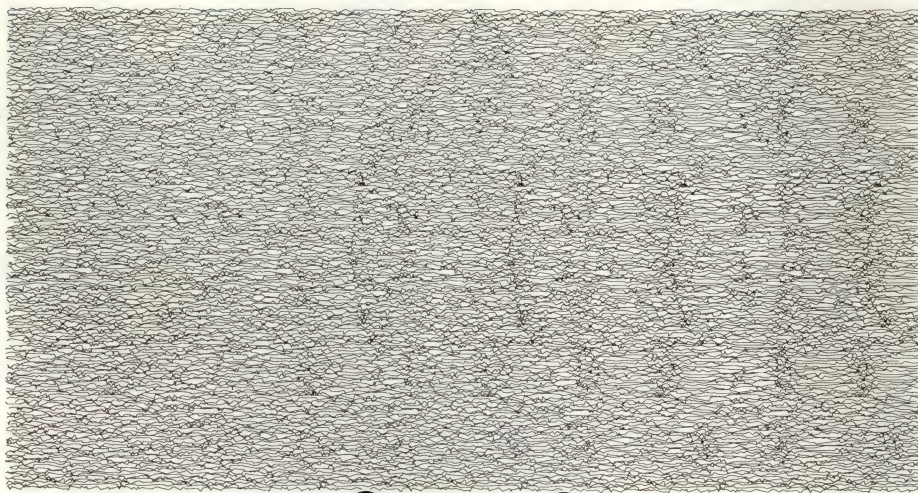
Last time, Dyckman called these images "sirds"—an acronym for single-image random-dot stereograms. Now, however, Dyckman is using lines as well as dots, and he is experimenting with other backgrounds, too. "Golfball with Dimples" (middle left) is the first example of this new genre of images. While the word "sirds," therefore, is technically obsolete, a new name has yet to take its place. Can you propose a better one?

A new twist in Dyckman's stereograms, which you may have noticed, is the use of color. The dots are now printed in many shades, making the images more interesting to look at and, some say, slightly easier to view.

The most astonishing breakthrough, in our opinion, is a short stereographic film by Dyckman, which he calls "EchoDots, the Movie!" It runs on Macintosh computers and sports a screenful of objects that twirl, pop, and bounce in a mesmerizing, repeating loop. One GAMES editor, who couldn't see the 3-D effect on the printed page, had no trouble seeing it in the movie. A copy is free to anyone who covers the cost of the disk, postage, and handling*.



Wild 3-D

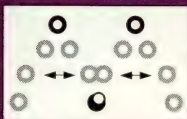


Golfball with Dimples

How to View

Hold the page level, and about a foot in front of your eyes. Note the pair of marks at the bottom of the image. Blur your vision and relax your gaze, as if you were looking through the page, until you see each mark split in two. Try to widen that split until the two central marks meet and merge. You should see depth in that merged mark. Glance up into the image, and you'll see depth there, too!

Blur your vision so that ...
each mark splits in two.
Widen the gap.
The two center marks fuse. 3-D!



After your eyes are fully warmed up, try this new contest challenge. The large stereogram at right contains 12 objects, the names of which form six pairs of anagrams. For example, if the picture showed a CORK, it might also contain a ROCK.

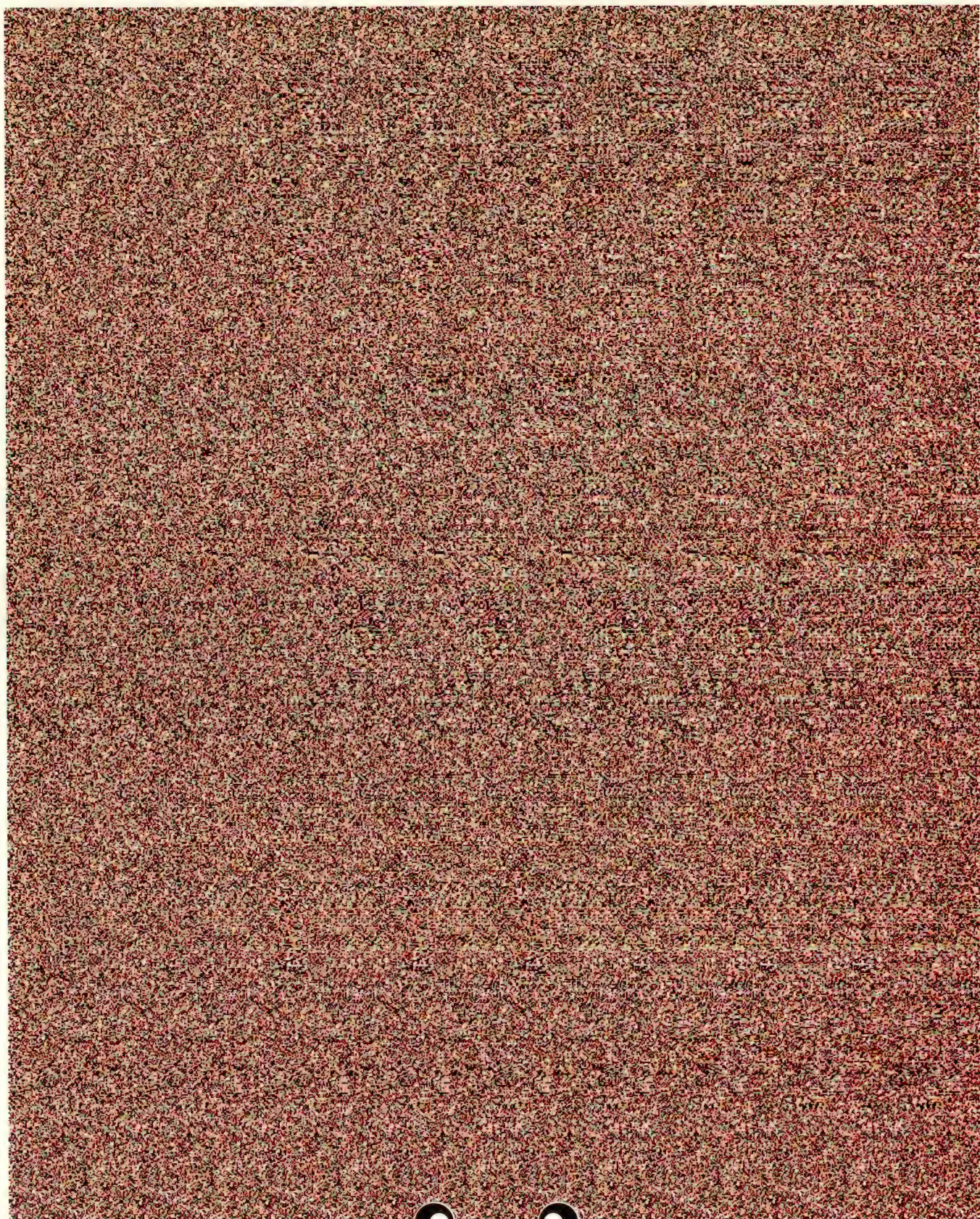
To enter this contest, send us a list of all six pairs of anagrams. One correct entry will be drawn at random for the grand prize. Ten runners-up will win GAMES T-shirts.

Send your list, along with your name and address, to: **Stereo Stumpers, GAMES Magazine, 19 West 21st Street, New York, NY 10010.** You may enter as many times as you wish, but each entry must be mailed separately. **Entries must be received by January 4, 1993.**

*Your choice of \$1,000 worth of puzzles, books, and games from the Winter 1993 Bits & Pieces catalog

*Send a check for \$10 (made out to Dan Dyckman) to cover the costs. Address: EchoDots, the Movie!, GAMES Magazine, 19 West 21st Street, New York, NY 10010. (Sorry, there is no IBM version.)

STUMMPERS



N.E. THING MAGIC!

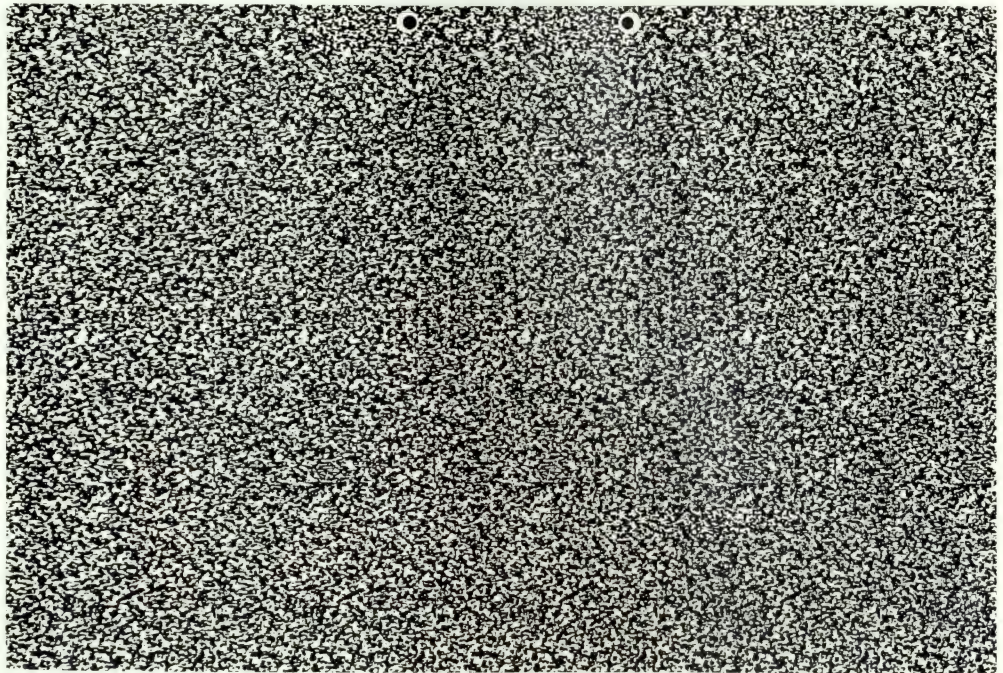
Our Amazing new 3-D Gaze Toys are guaranteed to make STARE-E-O lovers grin-and keep on staring! This ad is no contest, just a special preview of our NEWEST STARE-E-O TECHNIQUES! Now's the time to order all your special Christmas gifts-stunning visual treats, every one. The full-color 1993 calendar is rich with intriguing images-you'll want to save them as the months go by!

How do you become a STARE-E-O lover? This picture below is a STARE-E-O. To see the image, stare through the surface as if looking at an object twice as far as the page is from your eyes. When the fusion dots overlap, creating a single solid central dot, your eyes

are aimed right. Keep staring at that central dot. You'll first experience a sensation of visual depth. Slowly, an image will appear. It might take a long time, so be patient. The illusion is worth the effort!

If you cannot "see" the 3-D image, but would like more information, send in the coupon with your name and address. We'll send you our catalog, a complete explanation, and more samples!

Looking at STARE-E-Os is good exercise for your eyes but don't overdo it (do some pushups, or go fly a kite, or send us an apple pie). We hope you enjoy this image. Copy it, share it with your friends, and remember ... KEEP GAZING!



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Training Wheels	<input type="checkbox"/>	3-DELIGHT	<input type="checkbox"/>
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Post Cards	<input type="checkbox"/>	For MAC	<input type="checkbox"/>
1993 Calendar	<input type="checkbox"/>	For PC	<input type="checkbox"/>
Adult T Shirt	XL <input type="checkbox"/>	L <input type="checkbox"/>	M <input type="checkbox"/>
Jigsaw Puzzles #1	<input type="checkbox"/>	#2 <input type="checkbox"/>	#3 <input type="checkbox"/>
		#4 <input type="checkbox"/>	

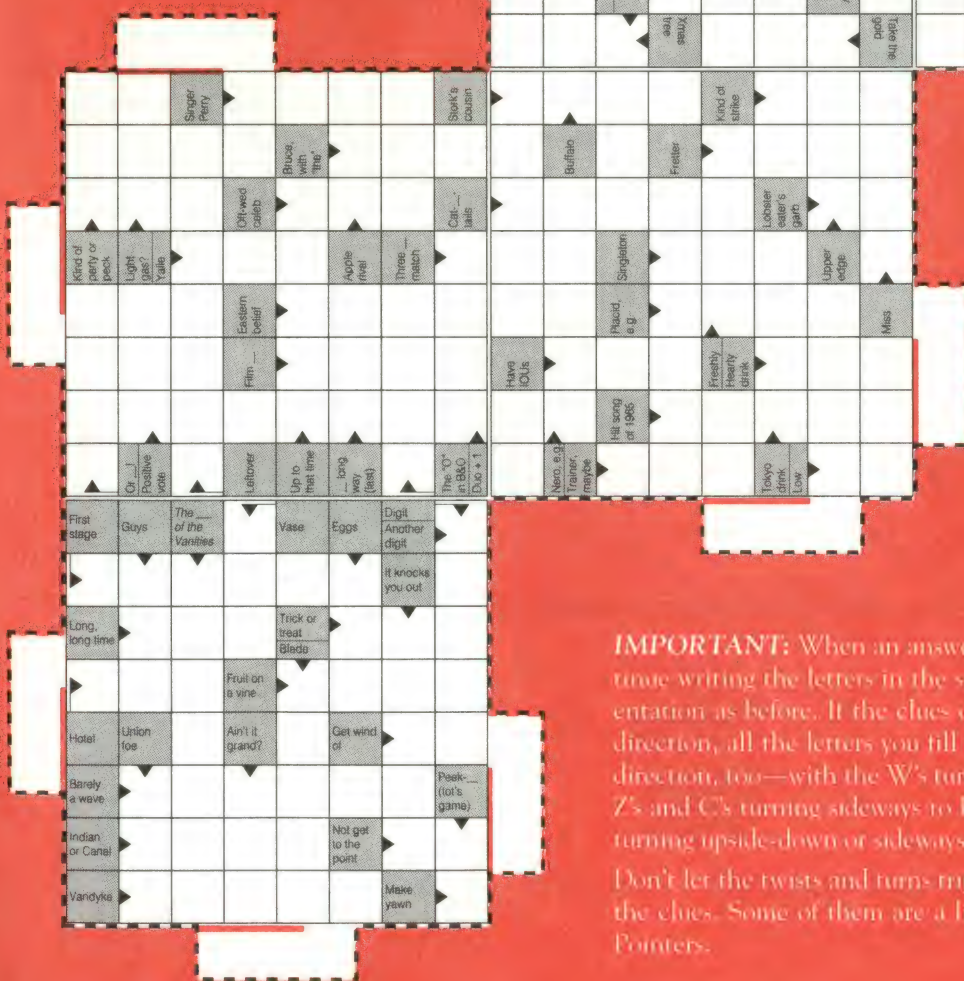
CROSSWORD

C U B E

A POP-OUT PUZZLE BY WILL SHORTZ

★★

It's a whole new dimension in crosswords—a puzzle in which the words literally wrap around a cube...



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PENCILWISE



CROSS THE HEART ★★

BY WILL SHORTZ

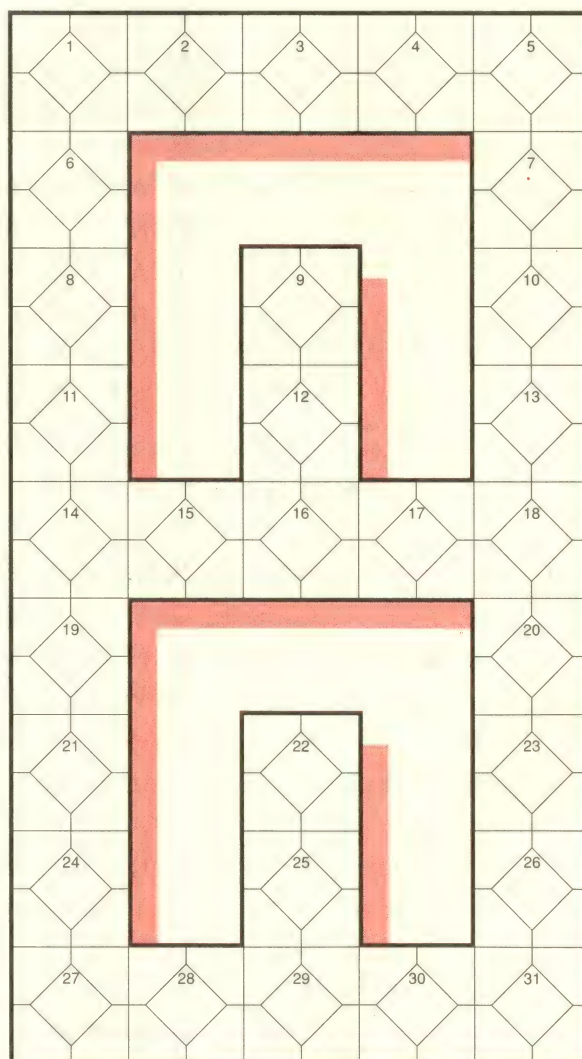
Each answer in this puzzle is a six-letter word, in which the second and fifth letters are the same. Enter the answer in the grid so that it crosses itself in the shape of an "X," as in the example, **INDENT**, shown at right. All letters in adjacent boxes

of adjacent words are identical, which means that getting one answer will also help you get the next.

ANSWER, PAGE 46



- 1 Chinning-bar exercise (hyph.)
- 2 Kitchen gadget
- 3 Stagger again
- 4 White animal that runs mazes (2 wds.)
- 5 Morsel
- 6 Stage before pupal
- 7 Like most auto tires
- 8 Formerly all-women's college founded in 1861
- 9 Old Faithful, for one
- 10 Popular Toyota model
- 11 Brazilian ballroom dances
- 12 *Passages* author Gail
- 13 "*Veni, vidi, vici*" speaker
- 14 Fragrant fir
- 15 Best-selling White House pooch
- 16 Proceed from ape to man
- 17 Baseball game stat
- 18 Not around much
- 19 Summer footwear
- 20 Moses was pleased to see a part of this (2 wds.)
- 21 Increase in degree, as sorrow
- 22 Throne fabric
- 23 Oozed
- 24 Opposite of play hard to get
- 25 Author of *The Aeneid*
- 26 The Boilermakers, collegiately speaking
- 27 "Irish" dog
- 28 Shabby
- 29 Man behind a counter?
- 30 Depended (on)
- 31 One person in a card game



THE TWELVE DAYS OF CHRISTMAS ★★

This year our true love gave us not only the usual lords, maids, geese, and other gifts, but also 12 words and phrases relating to drummers, 11 to pipers, and so on down the list, all neatly packaged in the pear-shaped grid below. To find them, first answer the clues at the right; the numbers in parentheses indicate the number of letters in each of the solution words

and phrases. Then search for those 78 words and phrases in the pear. Answers may read horizontally, vertically, or diagonally, but always in a straight line. If you want to compare your answer list to ours, just turn to page 48. And to see where all the words and phrases are found, you can go a-leaping to page 47.

I P L
O A
O R
V L
I D
H A W K S
E M K K I G C
E H S R N G I S
N D I A I G E T M
T A W D L M C N F S
T E L L A B O E I I R
E S A C C Y L D E T F
I C F U V O E E L E N T
A Y D L O N E S O M E A
L G I O T R O F G E R R W
O N A N D A P U R K E Z F
R E N N I D V T E R F A L
E T A R D F S U Z R F N A
S T S R E L E E T S A I L U
O S P O R M E R S E T D W R
Z G O S S A G E S B A S S L I N
A N F T S S M L H N I O U B E M
K R O C E A D N T I A T G G D E I S
I T B S P E N C E R L V N L S W A F E
A L A R E R R A C E L Y K I Y K I T C Y Y
Y T T C E F O E X D B E D W R D C C H H H L J
D E O A L H A N N A H L Y R A D U O I N A A W O
G N E H A T E N V A N Y A Y H O C C G M N I O A H
Y S A T N A F H H I T C H C O C K E E U N R L N A
N I G B L F T J J P S I M A M E L L N H O P S O Z
A D V R S R P O A O E P R Y N S I T H H D L L F E
A A I A U O H N L I P D S U N N T S A O A Y A L
C R D O O H N I B O R P C S F G U R O M N O R M
T E H L E S T G A O R E Z M H H T P I E E C
S S P S I O O S K I N T R N O S Y N N E T A
F B O C N R O C F S C E L T I C S

Drummers

1. Big drum type used in parades (4) _____
2. Drumstick sources (8) _____
3. Drum's colonial woodwind companion (4) _____
4. *Little Drummer Girl* author John (2,5) _____
5. Cleaner brand "___ in a Drum" (7) _____
6. Beatles drummer (5,5) _____
7. *Drums Along the* ___ (6) _____
8. Drum major's stick (5) _____
9. Kind of drummer eccentrics march to (9) _____
10. Jazz drummer Gene (5) _____
11. Beatnik drums (6) _____
12. Baseball flick *Bang the Drum* ___ (6) _____

Pipers

1. Bagpiper's attire (4) _____
2. Pied Piper's town (7) _____
3. Pipe dream (7) _____
4. What Peter Piper picked (7) _____
5. Actress Piper ___ (6) _____
6. "Pipe down!" (4) _____
7. Piper Cub, for one (8) _____
8. He called for his pipe (3,4,4) _____
9. Sandpiper's place (5) _____
10. Pipeline state (6) _____
11. Frosty the Snowman's pipe type (7) _____

Lords

1. "Lord of the Apes" (6) _____
2. Latin for "In the year of our Lord" (4,6) _____
3. Alfred Lord ___ (8) _____
4. WW2's Operation Overlord (1-3) _____
5. The Ricardos' landlord (4,5) _____
6. It includes the House of Lords (10) _____
7. *Lord Jim* author Joseph (6) _____
8. Beginning of the Lord's Prayer (3,6) _____
9. Dark Lord of *Star Wars* (5,5) _____
10. Dorothy Sayers's Lord Peter ___ (6) _____

Ladies

1. *Lady and the Tramp* studio (6) _____
2. Lady Diana's maiden name (7) _____
3. "Lay, Lady, Lay" songwriter Bob (5) _____
4. Director of *The Lady Vanishes* (9) _____
5. A ladybug is one (6) _____
6. Author of *Lady Windermere's Fan* (5,5) _____
7. Lady who took a naked ride (6) _____
8. Lady Bird's last name (7) _____
9. Star of *Lady Sings the Blues* (5,4) _____

Maids

1. The Beatles' lovely meter maid (4) _____
2. Maid Marian's beau (5,4) _____
3. Milkmaid's perch (5) _____
4. Shirley Booth maid character (5) _____
5. Maid of Orleans (4,2,3) _____
6. Barmaid on *Cheers* (5) _____
7. Whom maids of honor attend (6) _____
8. Mermaid portrayer in *Splash* (5,6) _____

Swans

1. Young swan (6) _____
2. *Swan Lake*, for example (6) _____
3. "Way down upon the Swanee" songwriter (6) _____
4. Fairy tale swan, when young (4,8) _____
5. *Swann's Way* author Marcel (6) _____
6. Swanson product (2,6) _____
7. Lynn Swann's football team (8) _____

Geese

1. Goose's mate (6) _____
2. Goose egg (4) _____
3. Relief pitcher Goose (7) _____
4. Where goose bumps appear (4) _____
5. Gooseneck item (4) _____
6. Fairy tale goose output (6,4) _____

Rings

1. "Ring around the collar" product (4) _____
2. Evander of the boxing ring (9) _____
3. Three-ring event (6) _____
4. It rings from every mountainside (7) _____
5. Unit of Wagner's *Ring* cycle (5) _____

Birds

1. Badminton birdies (12) _____
2. Larry Bird's longtime team (7) _____
3. Birdman's prison (8) _____
4. Big Bird's home (6,6) _____

Hens

1. Henny-Penny said the sky was doing it (7) _____
2. Henpecked spouse (7) _____
3. Henny Youngman prop (6) _____

Doves

1. Political doves' opponents (5) _____
2. Larry McMurtry's ___ Dove (8) _____

Partridge

1. Mother on TV's *The Partridge Family* (7) _____

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers.

ANSWER, PAGE 46

Lewis Carroll's twins	Like an angel, in art	Got the lead out?	Actor Wallach	Twin Peaks director	Free Spock's portrayer	Four-run homers	Queen's female servant	Cakes, tortes, pies, etc.	Genetic stuff	Vices	Country singer Crystal	___ Jima	Low-alcohol brews	Obtain
Shrewd business activity														
It gets the worm							Be jealous of				Tiny "___ in the USA"			
Ishtar director							Marina vessel							
___ and don'ts			Close friends						The Lion Narrow cuts			Peculiar		Sea eagle
Majors or Marvin			Mozart peer Shout				Curve Leb. neighbor				Kimono Swan of story			
				Evening church service	Churn Scarlett's love					Below Old stockings				
Mr. Roosevelt	Allied defense grp.	Eternal Hits hard									Lair Cain's son			
Sam or Remus					Beehive or pageboy							Author Gardner et al.		Slalom athlete
Teen hangouts					Paramedic: Abbr. Attacked		Tooth-covering material	Cunning Auto type						
From ___ Z			Fall guys Sick in bed						Scent				Post and Brontë	
Most virtuous						Opposite of SSW Sidled			Atomic centers					
Singer/actress Barbra	Saloons Entered a race				"Ods bodkins!"				Plot Laundry additive					
							Mothers Pine product			Bikini top	"Yes, ___!" Actor Albert			
Hospital division				Actor Alda	Winter Olympics site of '68							Illnesses		Wool cutters
					Moray Fireplace waste				Weekend lead-ins Glided					
Erotic	TV reception aid	Implores Woven fabric					Colonist Miles Heaps							
Pop			Promos, e.g. Fury			Man, e.g. Loosen, as laces				Actor Gerard Sphere			Painter Édouard	
Become educated					Going for game Desire						Austen book Way out			
Humor writer Bombeck			Chick's mom Cashew			Dancer Astaire Anger						Serving of corn Feasted		
Designed to test ability								'87 Steve Martin movie						
Relieve of pressure					Annoys				Acrid					
Moose's cousin			Indian abodes					Hates with a passion						

ODE TO TOM AND JERRY ★

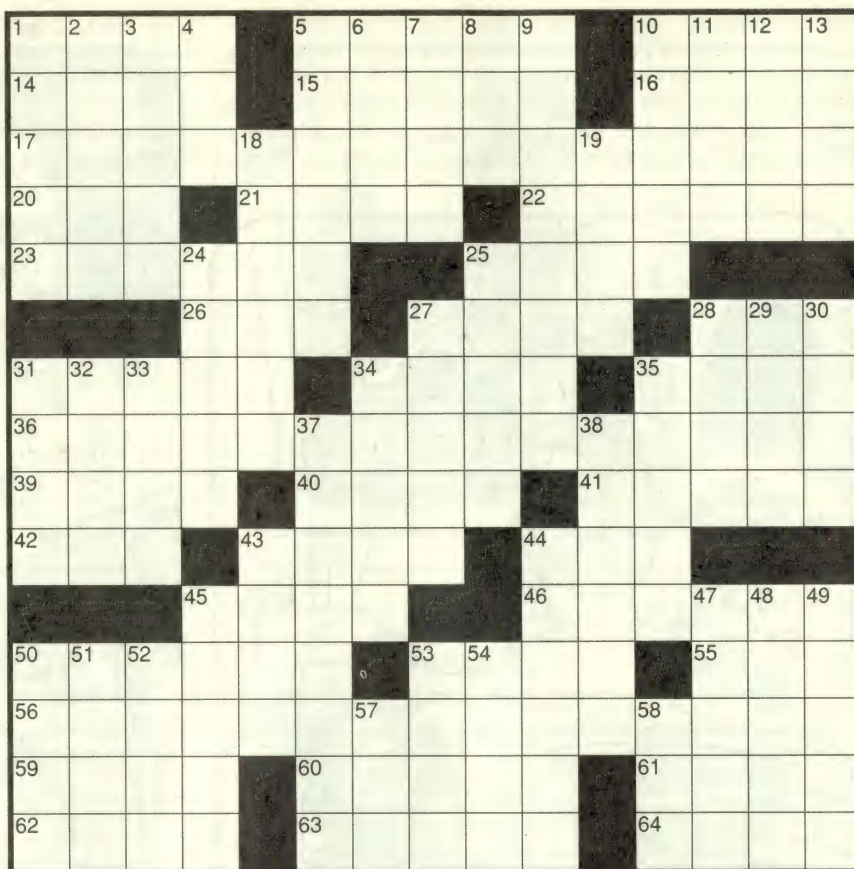
BY PETER GORDON

ACROSS

- 1 Quick punches
5 Scarecrow stuffing
10 Stupid person
14 Beige
15 Beijing's country
16 Africa's Cape of Good ____
17 With 56-Across, a familiar adage: 4 wds.
20 Long, long time
21 Place for ice-skating
22 Painting stands
23 State-run gambling games
25 Writer ____ Stanley Gardner
26 Record-speed unit: Abbr.
27 Nickname of baseball's George Herman Ruth
28 Dieter's resort
31 Mideastern peninsula
34 Aching
35 Rude person
36 Toy (with): 4 wds.
39 Money for the poor
40 "A rolling stone gathers no ____"
41 Heart artery
42 Mao ____-tung
43 Fender "scar"
44 Explosive stuff
45 Just
46 "Do unto ____ ..."
50 Deli meat
- 53 Sneaker or wingtip
55 Allow
56 See 17-Across: 4 wds.
59 Popular science magazine
60 Similar
61 The Devil's home
62 Baseball's Rose
63 Located
64 "I've Got the Music ____": 2 wds.

DOWN

- 1 Precious stone
2 Sneeze sound
3 Sportscaster
4 Our closest star
5 Division between factions
6 Now and ____ (occasionally)
7 Comic actor
8 ____ Alicia of *Falcon Crest*
9 Sleeper's undulating furniture
10 Pursue
11 Actor Rob of *Bad Influence*
12 October's birthstone
13 L.A. Law actress Susan and family
18 ____ of Capricorn
19 Auction
24 Cafeteria carrying aids
25 Deserves
27 Brag



ANSWER, PAGE 46

- 28 Like lemons, to the taste
29 Fence support
30 Region
31 Petty argument
32 Misfortunes
33 TV's ____ *That Tune*
34 Boulder
35 John Wilkes ____
37 ____ Cup (yachting event)
38 Fireplace shelf
43 *Ghost* actress Moore
44 Decorated with designs, as leather
45 Dwight Eisenhower's wife
47 Actress Burstyn
48 King's domain
49 Fashion
50 "Halt!"
51 Sigher's phrase: 2 wds.
52 Period from Ash Wednesday to Easter
53 Loretta of *M*A*S*H*
54 Trek up a mountain
57 Inventor Whitney
58 ____ Beta Kappa

SPARE CHANGE ★★

BY ANDREA CARLA MICHAELS

In these times, a nickel here, a dime there can make a difference—so we've decided to coin a few phrases. The answer to each clue below is a word or phrase containing PENNY, NICKEL, DIME, or QUARTER. For example, the clue "Shoes

with slots" would lead to the answer PENNY LOAFERS, while "Third-to-last round in a contest" would be QUARTERFINALS. Get 12 or more correct and you'll be right on the money.

ANSWERS, PAGE 46

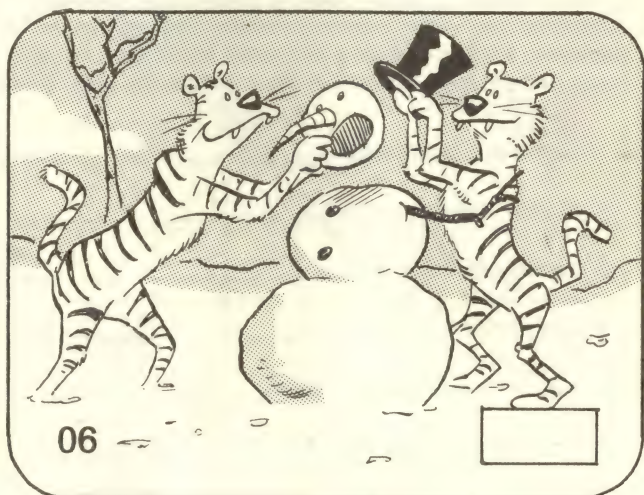
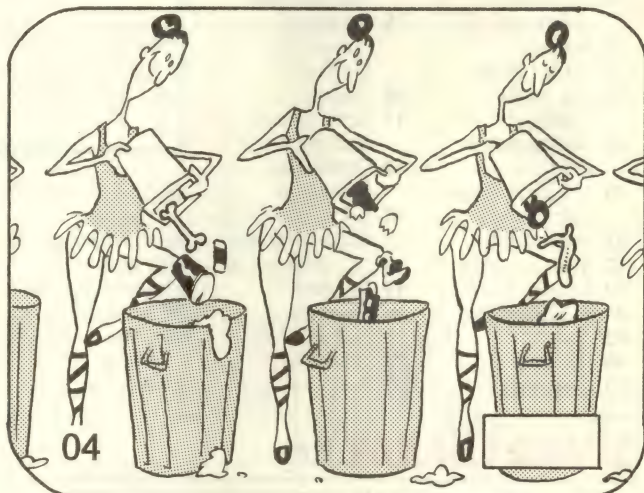
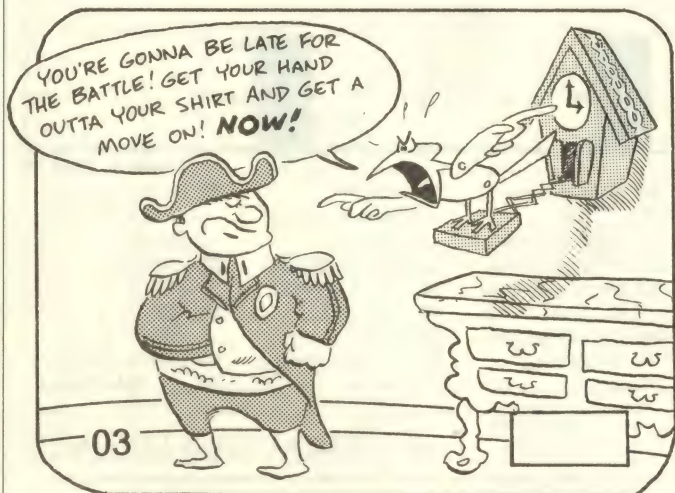
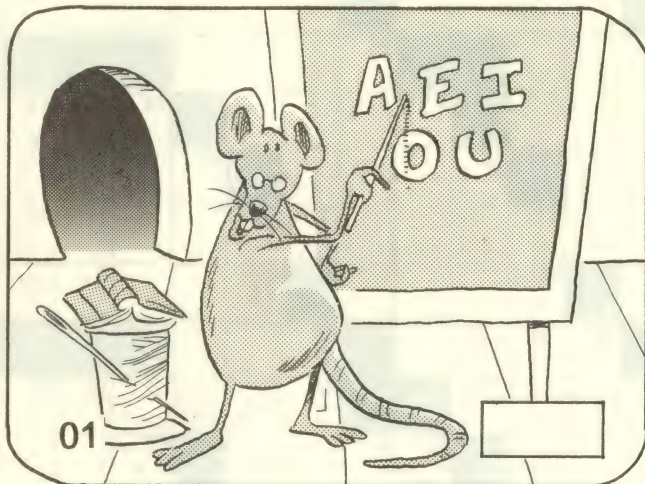
- Come to a precise halt _____
- Marino, Namath, or Unitas _____
- Laverne & Shirley* costar _____
- Old pinball hall _____
- Advice to avoid bogus money _____
- Depression-era panhandler's question _____
- Central command post _____
- Street in a Beatles song title _____
- Children's cable network _____
- Chicken Little's friend _____
- Old section of New Orleans _____
- Dark sourdough bread _____
- M's secretary in James Bond films _____
- Weaken through repeated petty demands _____

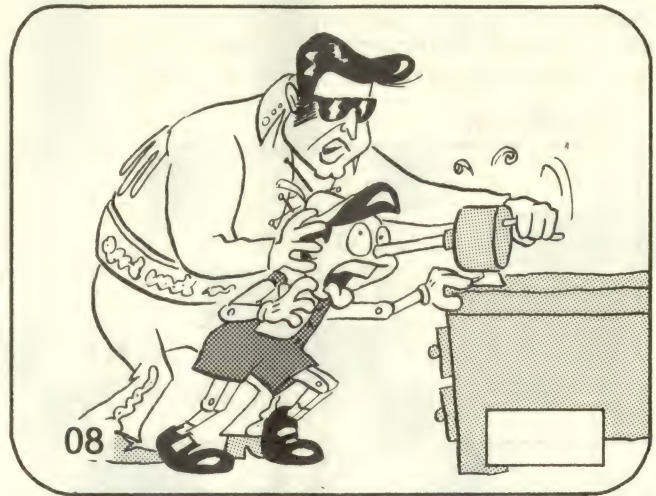
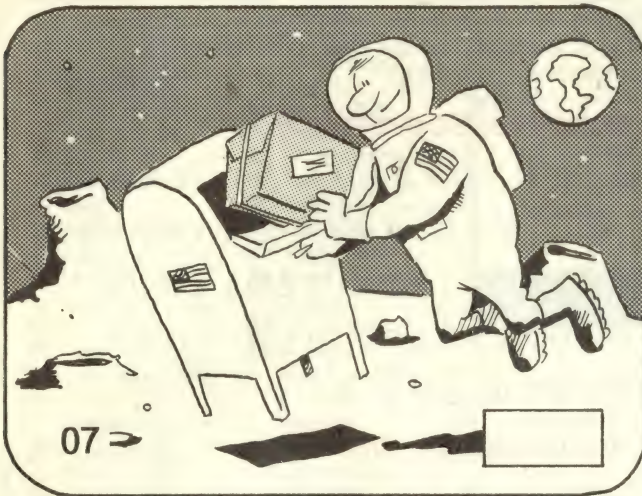
REMOTE POSSIBILITIES ★★

While channel-surfing the other night, we came across the 12 interesting programs illustrated below. We were momentarily confused—something *interesting* on cable?—until we realized that the names of our most-watched cable channels (AMC, TBS, HBO, and the like) now stood for completely different words. For instance, MTV, which once meant “Music

Television,” now stands for “Mouse Teaching Vowels.” (We can’t wait for *Yo! MTV Squeaks!*!) Can you match the other 11 programs with the correct cable-TV names (listed at the bottom of the next page) and determine what they now stand for? Just as in real life, an intrusive little box has been provided in the corner of each TV screen for the cable station’s name.

ANSWERS, PAGE 47





CNN
AMC
C-SPAN

MTV
CNBC
ESPN

TBS
USA
HBO

A&E
TNT
BET

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from

one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title. Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 47

1. CRYPTON

RLI, AV'I HJIIASYL
IJELJFL SUJGL AF,
BDZFTLX VDL YJBG I, ZFX
ULXLBJU ZVLX...SKV DKEJU
EL. YLV'I VUR FLPV XJJU.



2. CAN-CAN?

*RTIRBP *PJRBP L CTC
BYBPFVETIR *NPBC
*KLVKTPB CTC. JIZF LEB
CTC TV GKUOXKPCL KIC
TI ETRE EBBZL.—RJYBPIJP
*KII *PTUEKPCL

3. OUT LIKE A LIGHT

AMKQ L FDTKVQIGL FYLV,
LEIDY L YMIDFLQU YCPKF
YMK FDQ'F UCLPKYKV,
UCKF, CY JIHHLTFKF CQ
HKFF YMLQ IQK FKJIQU.

4. NOTICEABLE DIFFERENCE

VRLCI JSVEXUA YDJLVBSC,
EVXU YVU XJ AICCLCF VL
PRRXBC TXLS "ZDLLXUA
PU TCXASL?" VUF "QPD
UCCF V SVXIBDL."

5. PUT IT ANOTHER WAY

INGUWMAH-XZYAC
MHZLYOZMNH, TKQAL
UJHZYA "NWM NB YKTJM,
NWM NB GKLC,"
HAUNHMACOE YUKM XZID
"KLQKYKXOA, KLYZLA."

6. SWITCH HITTER

FYTJRAGHLNEK TFIIXIFPAL
KJYEIHFQANEKIP KJVQK
LAQAVNHJFHAR BNQHLFBH
CUJIA FEHNVLFXUJQV
BNYYAYNLFHJMA XLNVLFY

7. WHAT ELSE IS NEW?

YLYBG RVASH, GUJRA
LVFYU DJKKI OXHOS
BYBJR KYLYB KUBHG
GYXBI XKHYB HSUIY
ABYXH ISUMI KVBH
XVBYF.

TIPS AND CLUES

Cipher 4: Suffix -XUA, appearing at the end of two words, is -ING.
Cipher 5: Note the repetition in the first phrase in quotes. It may seem more familiar when you know that N represents O.
Cipher 6: Cipher text F, appearing 10 times, represents the vowel A.
Cipher 7: The vowels A, E, I, O and U are represented by cipher text J, X, U, V, Y, though not necessarily in that order.

Cipher 1: Cipher text L, appearing 13 times, represents the most common letter, E. Try THE for cipher text VDL.
Cipher 2: Note the cipher text word CTC, which appears three times. It represents the common word DID.
Cipher 3: A single letter appearing by itself is usually A or I. Try A here. Also, cipher text F, appearing at the end of five words, once after an apostrophe, is a good bet to be S.

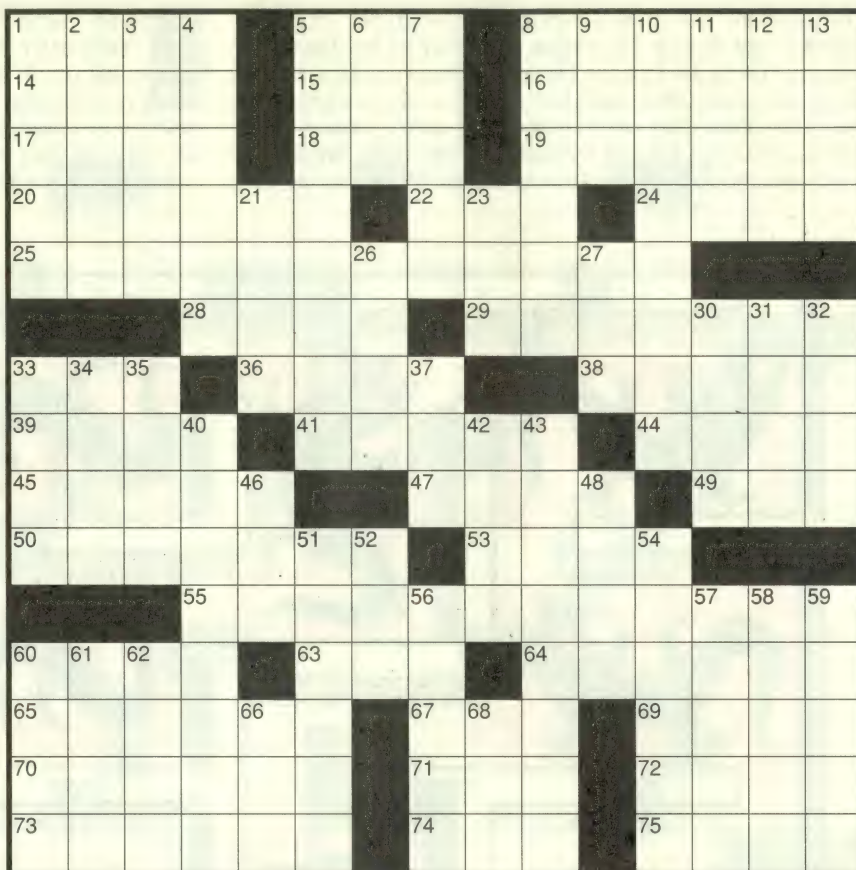
ACROSS

- 1 Actor Arkin
- 5 When some people have lunch: 2 wds.
- 8 Elite, to a typist
- 14 Prank
- 15 *China Beach* setting
- 16 Western gulch
- 17 Islamic prince
- 18 One less than quadri-
- 19 Ordinary
- 20 Treat badly
- 22 Lumbermill item
- 24 "___ it Romantic?"
- 25 Popular tune of 1914: 3 wds.
- 28 Crop-damaging weather
- 29 Oppressors
- 33 Cigar waste
- 36 Betsy of banner fame
- 38 Pilfer
- 39 Decisive defeat
- 41 Domain
- 44 Montreal baseballer
- 45 Two-by-four?
- 47 "___ I say!" ("Obey!"): 2 wds.
- 49 Golfer's need
- 50 Nonbelief in God
- 53 Columbus Day, for short: 2 wds.
- 55 Alcoholics Anonymous recovery format: 2 wds.
- 60 Out of play
- 63 Inseparable

- 64 "Comes ___ in the day's occupation ...": Longfellow, 2 wds.
- 65 Texan city: 2 wds.
- 67 LP speed meas.
- 69 Inch or ounce
- 70 Highlight: 2 wds.
- 71 Fish eggs
- 72 Equipment
- 73 Does grammar analysis
- 74 "For sure!"
- 75 A slave to crosswords?

DOWN

- 1 Cop show of 1968-75
- 2 See 7-Down
- 3 "... ___ fit for the gods": *Julius Caesar*, 2 wds.
- 4 "Whenever it's convenient": 2 wds.
- 5 Toward the front
- 6 Road goo
- 7 With 2-Down, offshore boundary
- 8 With 52-Down, Henry Fonda trial movie: 2 wds.
- 9 Saying aye
- 10 Water the crops
- 11 Male turkeys
- 12 Printer's blue
- 13 Gothic romance writer Victoria
- 21 Headliner
- 23 Baseball great Mel



ANSWER, PAGE 47

- | | | | |
|-----------------------------------------------|-------------------------------|--------------------------------|-----------------------------------|
| 26 Different | 35 Downs of 20/20 | 48 Cease | 60 Edward |
| 27 ___ gratia artis | 37 Depressed | 51 Bends low | 61 Scissorhands |
| 30 Barbershop call | 40 "___ of Christmas": 3 wds. | 52 See 8-Down | 62 star |
| 31 Movie rental | 42 Flying maneuver | 54 Shotgun type | 61 Singer Fitzgerald |
| 32 ___ gin fizz | 43 Knotted hangings | 56 Della's boss | 62 On ___ with (equal to): 2 wds. |
| 33 Square footage | 46 "My country, ___ ..." | 57 Ancient alphabet characters | 66 Take to court |
| 34 And ___ Goes (Linda Ellerbee book): 2 wds. | | 58 Oriental | 68 "The Gold Bug" writer |
| | | 59 Scotland yard? | |

SWEAR WORDS ★★

BY ROSALIE MOSCOVITCH

Darn! Somehow we lost most of the letters from the words and phrases clued below, leaving only the letters of DARN in each

1. Grow dim
D A R _ _ N
2. Judd Hirsch TV series
D _ A R _ _ _ N
3. Sweetheart
D A R _ _ N _
4. Division of the Cabinet
D _ _ A R _ _ _ N _
5. Noted evolution supporter
D A R _ _ N
6. Mom's mom, for one
_ _ _ _ _ D _ A R _ N _
7. Type of orange
_ _ _ _ D A R _ N
8. First class?
_ _ _ _ D _ _ _ A R _ _ N

case. Can you fill in the blanks to reconstruct the original words and phrases?

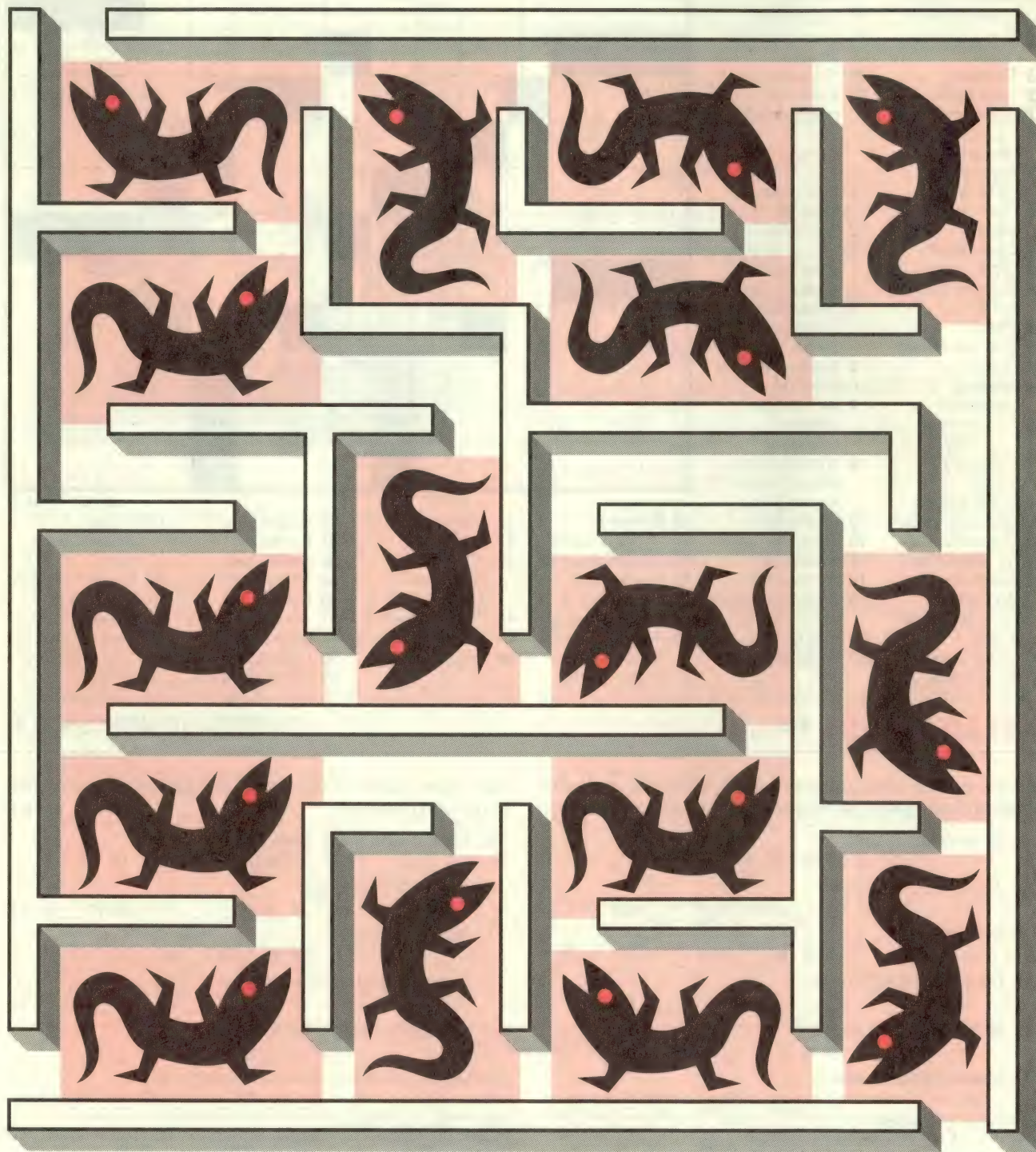
ANSWERS, PAGE 46

9. Farmer who milks cows
D A _ R _ _ _ N
10. "Nine to Five" singer
D _ _ _ _ _ A R _ _ N
11. Synthetic fabric
D A _ R _ N
12. Twelve-sided geometric solid
D _ _ _ _ A _ _ _ R _ N
13. Snoopy's dogfight opponent
_ _ _ D _ A R _ N
14. Child's doctor
_ _ _ D _ A _ R _ _ _ _ N
15. City near Detroit
D _ A _ _ _ _ R N
16. Bra or T-shirt
_ _ _ D _ _ _ A R _ _ N _

The eminent but absent-minded herpetologist Dr. Dinah Sorris forgot to lock the cages, and now all the Malaysian leaping lizards are loose in the lab. Perhaps you'd be so kind as to help round them up? Just enter the lab through any of the outer doors (but which is the right one?), collect all the lizards, and exit the lab through another door. We should warn you, though, of two important facts: Malaysian leaping

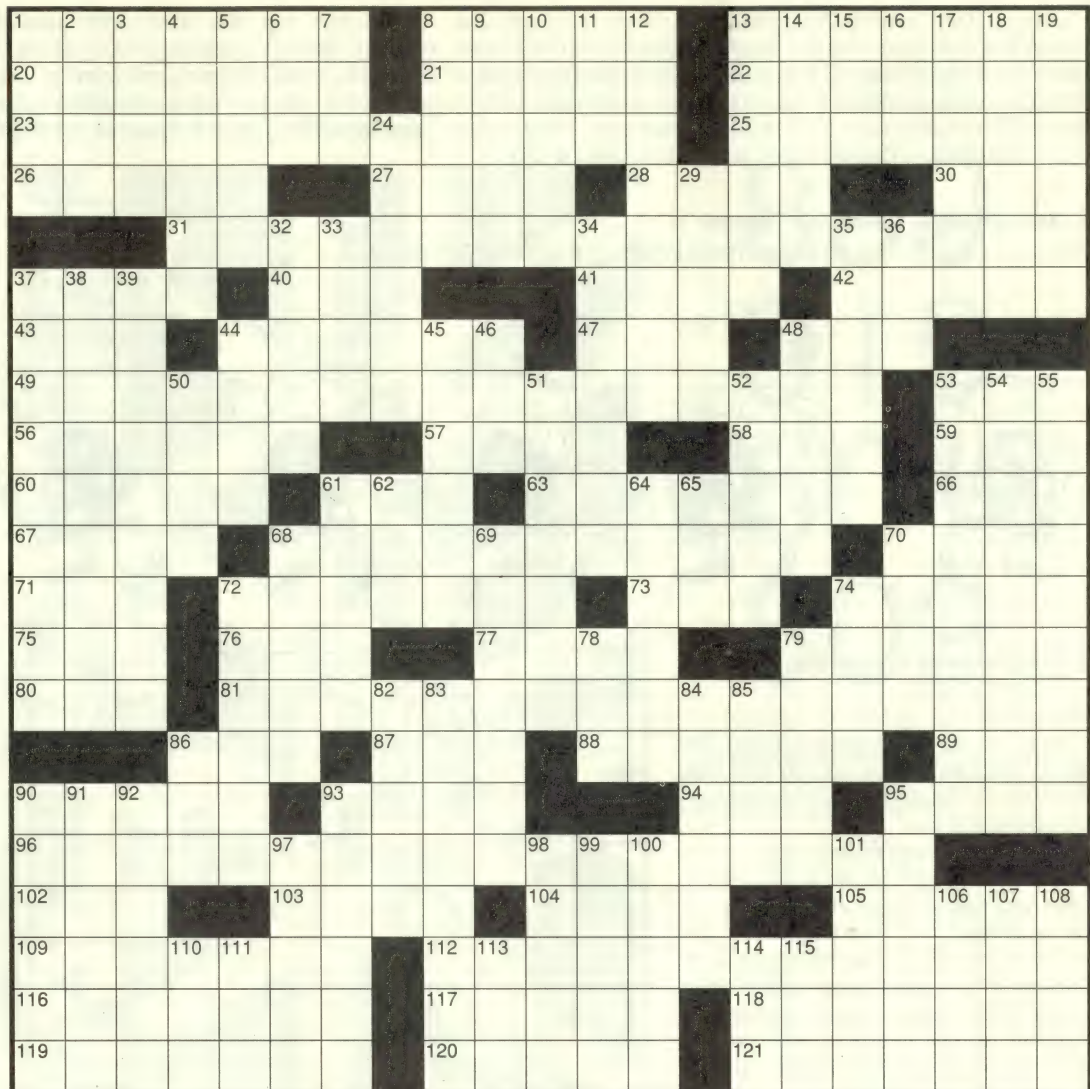
lizards are rather large, and they like munching on human legs. Fortunately, the leaping lizard can be easily subdued if you sneak up on it and tickle its stomach. So *never* enter a room by the door closest to the lizard's mouth! Dr. Sorris wants your time in her lab kept to a minimum, so don't retrace any part of your route. You should have no trouble at all rounding up the lizards, right?

ANSWER, PAGE 47



ACROSS

- 1 Like Ann and Andy
8 Feels sorry for oneself
13 Alhambra city
20 Iris parts
21 "___ my case"
22 Doffs
23 *Déjà flu*
25 Generally speaking
26 Squelched
27 Airport limos, often
28 Expos manager Felipe
30 La-la lead-in
31 *Déjà woo*
37 Beth preceder
40 NA+ or CI-
41 Minuscule
42 Prognosticator's pack
43 Sword beater
44 Like some garages
47 Electrical conductance unit
48 Your, in yore
49 *Déjà you?*
53 Home ruler?
56 Too
57 False god
58 Show duration
59 Vice-presidential monogram of 1974
60 Baton-passing event
61 Whitney or Wallach
63 Strutters' mates
66 Three after B
67 Slo-mo cameras
68 *Déjà view*
70 Saloon selections
71 Bribe
72 Good dental patient
73 Sugar Ray stats
74 United
75 Election day abbr.
76 Alternative to COBOL
77 Friend of Han and Luke
79 Mount Hood setting
80 Part of EST: Abbr.
81 *Déjà voodoo*
86 Airport abbr.
87 Vigil time
88 Lose, in a way
89 End for Siam or Japan
90 "The Velvet Fog"



ANSWER, PAGE 47

DOWN

- 93 St. Paul's architect
94 Alley-___ (basketball play)
95 Summer quenchers
96 *Déjà coup*
102 ___ Aviv
103 Tar, in Spanish
104 Related
105 Showing astonishment
109 Science fiction writer Harlan
112 *Déjà due*
116 Treadmill
117 Like Batman and Robin
118 Phone extension connector
119 Noted gateman
120 Wanton lass
121 Fuming
- 1 Unrefined materials, in jargon
2 Sills solo
3 Lady's man
4 Disembarked
5 Olympic skater Valova
6 ___ es Salaam
7 "___ Blues" (Beatles song)
8 La Scala locale
9 Simian swinger
10 "Gotta have it" promoters
11 Superman symbol
12 ___ bacon (kid's game)
13 Far out
14 Variety show
15 "Botch-___" (Rosemary Clooney song)
- 16 Postal creed word
17 Hindu incarnation
18 Actress Dolores
19 Oblique
24 Prove
29 "You've got a ___ nerve!"
32 Like pockets, often
33 Theater mogul Marcus
34 Better suited for the trampoline
35 1896 Olympics setting
36 See 61-Down
37 Saw makers
38 Omits
39 Surrounded
44 Mere
45 Circumferences
46 New Deal org.
48 Tree part
50 Important times
- 51 Came to the point?
52 Sweet sandwiches
53 Free-flowing
54 Celebrated New Year's Eve, e.g.
55 Supernatural beings
61 With 36-Down, famed bomber
62 ___ Alamos
64 Base
65 Boo follower
68 Wave type
69 Greek
70 Cruising
72 Ready for the fair
74 Host
78 Big Blue's initials
79 Giraffe's cousin
82 Pied-à-___
83 Span
- 84 "Don't make ___!" ("Quiet!")
85 Coagulate
86 Aussie bird
90 Spuds
91 Spotted cat
92 Arrive by car
93 Actor Oskar
95 Neighbor of Zaire
97 Steak cut
98 Improvises, in jazz
99 Steinbeck characters
100 Jitterbug's kin
101 Mix movie
106 Buy ___ in a poke
107 Sheet of stamps
108 Ogled
110 Mineral suffix
111 Take care of tots
113 Evian, in Évien
114 Riviera season
115 ___ Tin Tin

CHAMPION CHALLENGERS ★★

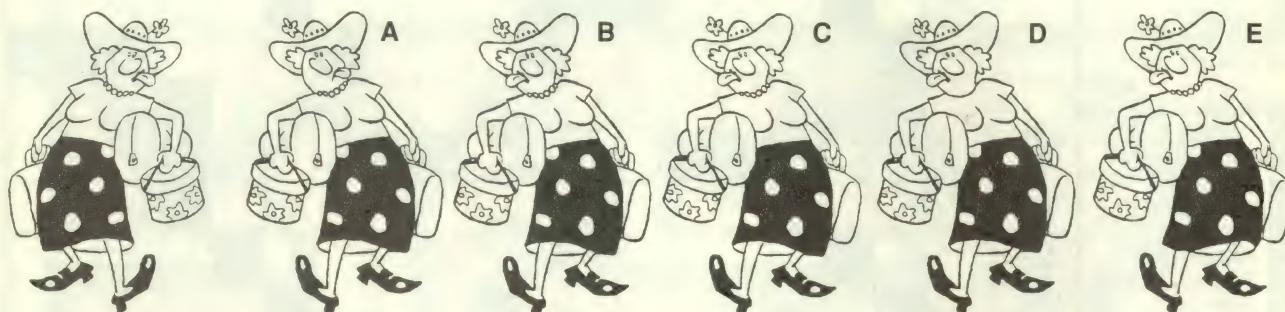
Put on your best thinking cap. Here are six of the challenges that tested the champions at the GAMES Magazine/Times Books 1st World Puzzle Team Championship, held last June in New York City. (Full details of the event appear on pages 12-14.) Except for occasional use of the Roman alphabet, the puzzles were designed to be free of language and cultural biases.

If these samples whet your appetite, you'll find more Championship puzzles, including all those from the U.S./Canada qualifying test, collected in the book *Brain Twisters From the World Puzzle Championships*, scheduled to be published by Times Books this coming spring.

ANSWERS, PAGE 48

1. Mirror Image by Robert Leighton

Which picture (A-E) is an exact mirror image of the picture on the left?

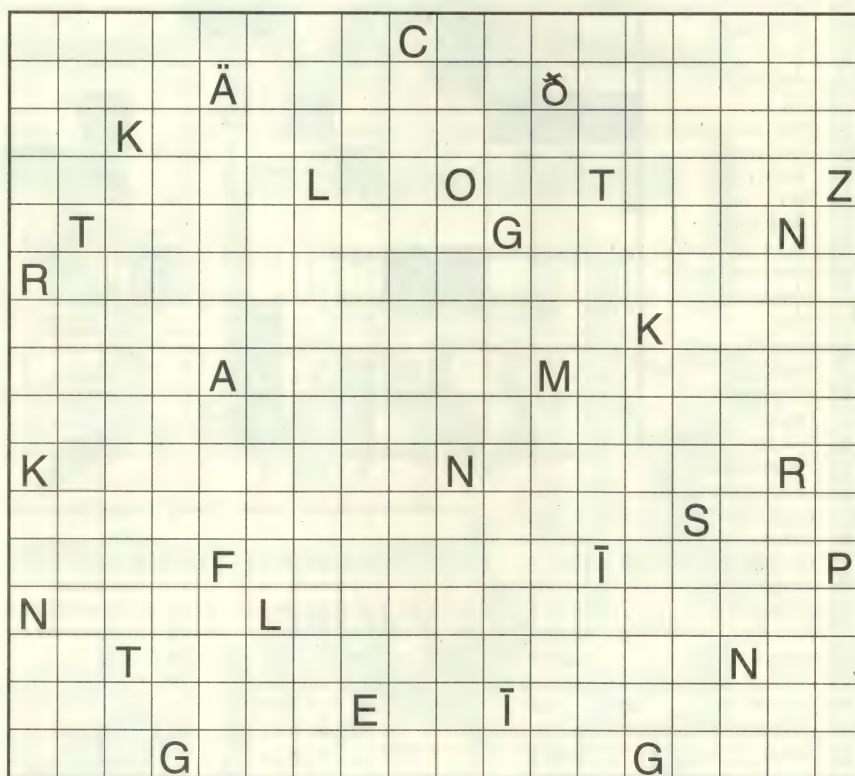


2. Diagramless Crisscross by Will Shortz

Below are the words for "puzzle" or "riddle" in 30 languages around the world. Fill them in the grid so that they interlock in standard crisscross fashion across and down.

As this is a "diagramless" puzzle, the outlines of the words are not given. To help you place the words in the grid, we've given you 30 starting letters. Every word in the list has exactly one letter printed in the grid (and every letter printed in the grid is part of one word in the list). No two letters in your answer will be adjacent unless they are part of a word on the list. The entire answer will interlock when you're done. Accents and diacritical marks (as in É and Ä) are significant. Hyphens (-) and apostrophes (') should be ignored.

The official time limit (in case you'd like to race against the champions): 20 minutes.



ACERTIJO
AENIGMA
ARVOITUS
ÉNIM
FUMBO
GÁTA
HÁDANKA
KAHĀNĪ
KAI
KIMPAMPA

Spanish
Latin
Finnish
Haitian Creole
Swahili
Swedish
Czech/Slovak
Punjabi
Maori
Congo

KĪRIGA
MĚDYSHJE
MĪKLA
MŌISTATUS
MU'AMMA
NANE
NAZO
ON'SGO
PĪRI
PUZZEL

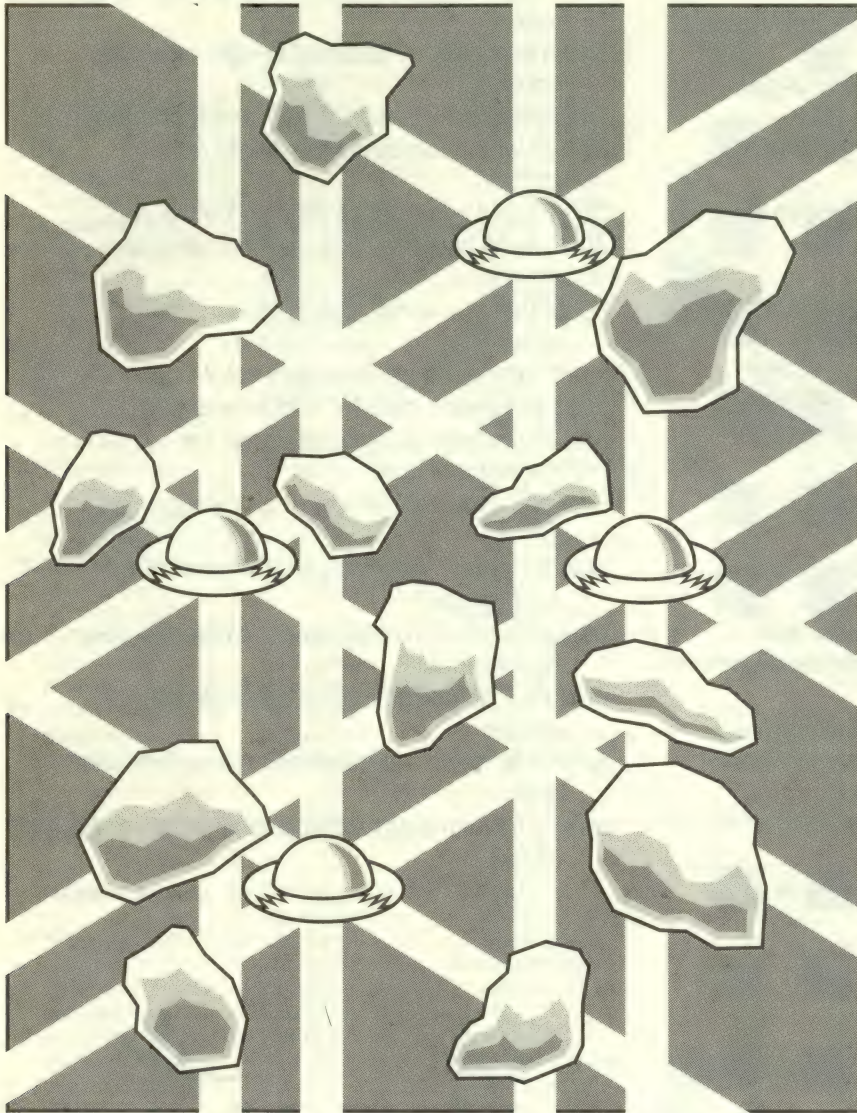
Kikuyu
Albanian
Latvian
Estonian
Arabic
Hawaiian
Japanese
Mongolian
Easter Island
Dutch

RÁĎGÁTA
RÄTSEL
RIDDLE
ŞAŞİRTMACA
TEKA-TEKI
TOMHAS
TRENACAPS
UGANKA
ULJHERĀ
ZAGADKA

Icelandic
German
English
Turkish
Indonesian
Irish
Catalan
Slovene
Hindustani
Polish/Russian

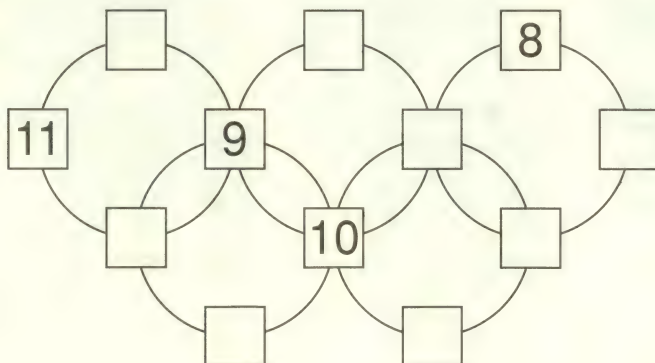
3. Asteroid Belt by Dave Phillips

The object of this puzzle is to destroy all the asteroids using the four flying saucers in the picture. Each saucer must shoot exactly twice. A shot continues in a straight line, along a white path, until it leaves the picture—destroying all asteroids that it passes through. You are not allowed to hit any asteroid more than once.



4. Olympic Rings by Peter Gordon

Put each of the numbers from 1 to 12 in the squares, one number per square, so that the numbers in each circle add up to 28. Four numbers have been placed already.



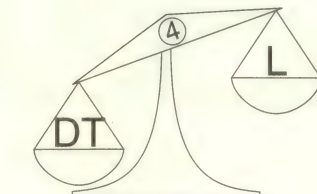
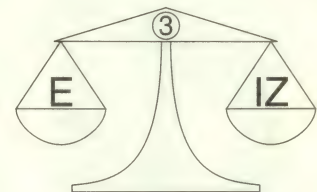
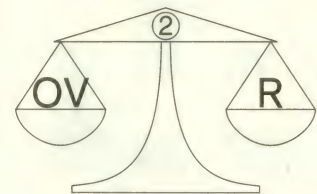
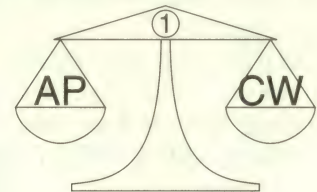
5. 2001 by Will Shortz

Careful on this one. How many digits do you need to change in the four numbers below to make them total exactly 2001?

899
919
601
809

6. Sense of Balance by Henry Hook

Which of these letters—B, H, Q, S, or X—will balance scale #4?





was the night before Christmas, and
at the North Pole
The last-minute planning was taking
its toll.

As Santa was hastily making a scheme
For the placement of deer in his sleigh-pulling
team,

The good Mrs. Claus was crocheting bright
bows

To be worn by these reindeer (four bucks and
four does).

The ribbons were colored in eight festive hues:
One ocher, one rose, one cerise, one
chartreuse,

One maroon, one magenta, one white and one
blue.

(These ribbons helped Santa keep track of
who's who.)

The deer pulled the toy-laden sleigh in four
rows,

Arranged so no row held two bucks or two
does.

The order of pullers was changed year by
year,

For Santa was thoroughly fair with his deer.
He summoned the elves and instructed them
thus:

"Let's hitch up the reindeer with minimum fuss.

The bow on the buck behind Dasher is white,

While Blitzen, a doe, sees cerise to her right.

The blue bow is nearer my sleigh than is

Dancer,

But nearer the front of my team than is Prancer.

The doe in chartreuse gets a front-of-team
honor,

But not on the same side as Cupid or
Donner.

Now, Comet stands two spots ahead of the
rose.

And three deer of four on the right side are
does.

The cerise bow is worn two in back of maroon,
One of which is beside the bright ocher
festoon.

Oh—Cupid's in front of a buck, by the way.

Well, that's how they line up for pulling my
sleigh.

I trust that you elves, being clever, now
know

Each reindeer's position and color of bow."

In no time each colorful ribbon was tied

And the team was hitched up for the
transglobal ride.

Can *you* ascertain where each member fits
in?

Who's Comet? Who's Cupid? Where's Donner?
And Blitzen?

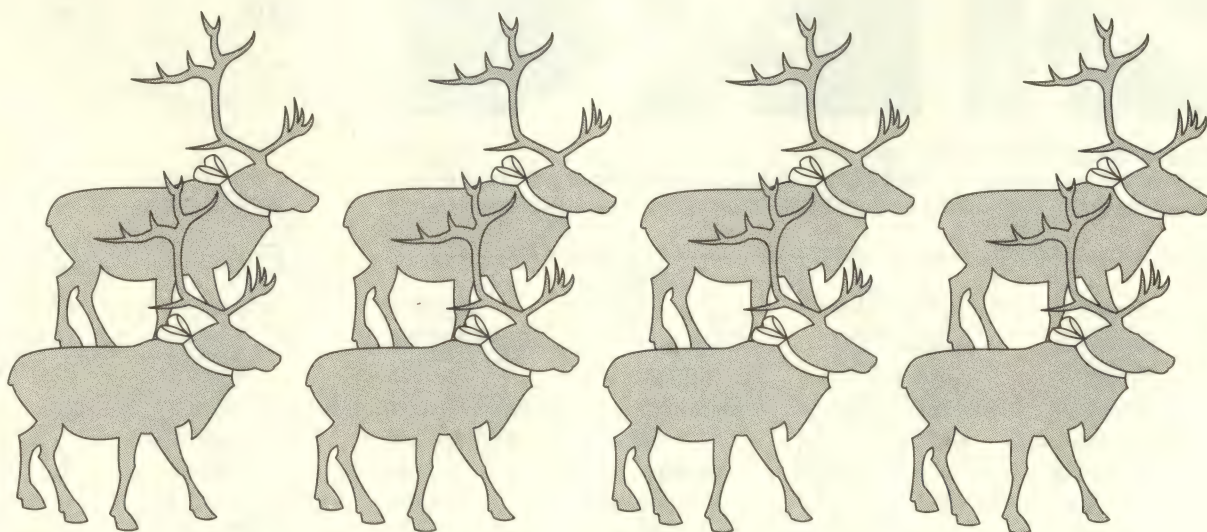
Who's Dasher? Who's Dancer? Where's Vixen?
And Prancer?

With logical thought, you'll determine the
answer

And write down the color and place for each
deer.

Happy Christmas to all, and to all much good
cheer!

ANSWER, PAGE 48



CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the

key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 48

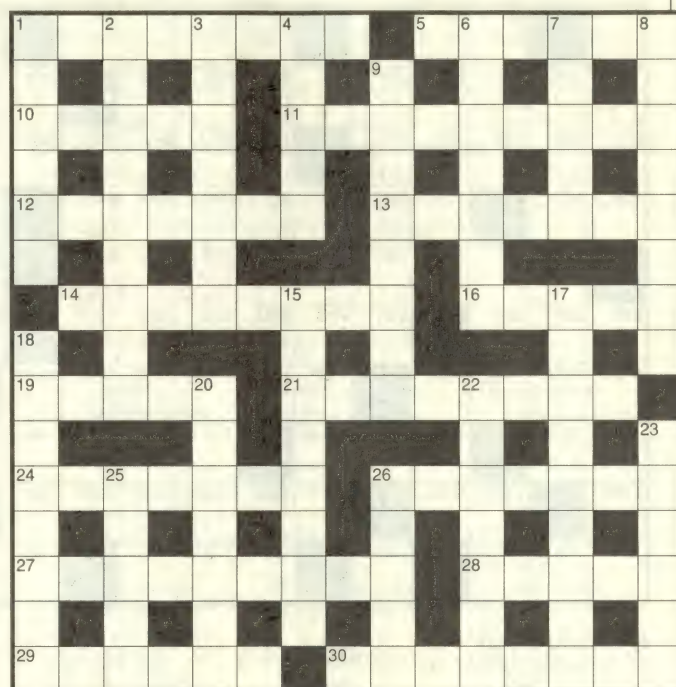
PUZZLE 1 BY FRASER SIMPSON

ACROSS

- 1 Discover unusual marital breakups (8)
5 Got rid of press in Police Department (6)
10 Nearby, like diet drinks? (5)
11 Jabbing rust in object (9)
12 Everywhere, Pacino is with girlfriend (3,4)
13 Poses us to crack up husbands (7)
14 Wrapped like mummies, musical group turned gray (8)
16 French Riviera town fences in hot alcove (5)
19 Bringing back an age where boxers fight (5)
21 Gave replies in plans we're drawing (8)
- 24 Stocked Sissy Spacek movie by the first of December (7)
26 Not in favor of a secure street (7)
27 Sis confused in gloomy firing (9)
28 He challenged three billy goats to fish from a motorboat (5)
30 "Wild Pig" (crate label) (5,3)
- 4 Come into focus after the cap is removed (5)
6 Hairy antler under bursting sun (7)
7 Grandmothers initially stir up corn dish (5)
8 Broken down, princess made a pun for the audience (8)
9 Cads sure screwed up Christian military expeditions (8)
15 Most luxurious dragnets getting tangled (8)
17 Empties consulate under reconstruction (6,3)
18 Drops of water damaged a CD's case (8)
20 Foolish as 1 + 9? (7)
22 Cat lies playfully, able to stretch (7)

DOWN

- 1 Texas city all sad after changing (6)
2 Leave holding bad seesaw (9)
3 Once again went through in apparel I've designed (7)



- 23 Party for men outside Los Angeles prison
25 Siren breaks up (5)
26 More competent bachelor in real upset (5)

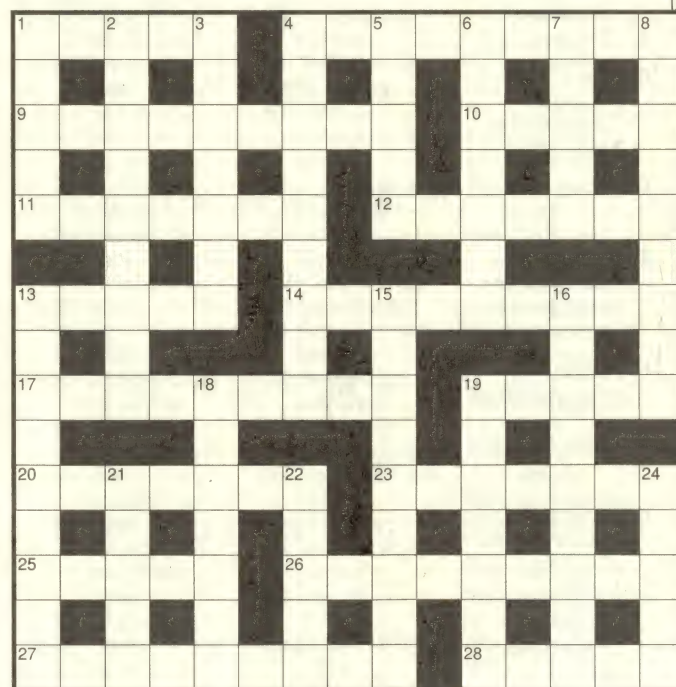
PUZZLE 2 BY FRANCES YANG

ACROSS

- 1 Keels over with polish (5)
4 I fire caps off with silencers? (9)
9 Cruise doctor cures about ten, one by operating (9)
10 Consumer advocate on the subject of Quayle returning (5)
11 Grave recitation of Hemingway (7)
12 Nathaniel claims I've a lack of sophistication (7)
13 Shouts: "So, hot shot!" (5)
14 Center for Groundhog and Weasel Sabotage (9)
17 Distribution for deodorant soap getting bad press (9)
- 19 Encounters set me aflutter (5)
20 Literary work appearing in November by Fitzgerald (7)
23 Heron is flying near the beach (7)
25 Winter athlete finally earns \$1000—that is right (5)
26 Ordered smuggling pouch thoroughly searched (9)
27 Broken Easter egg set aside (9)
28 Odd items of dirty gear in laundry machine (5)
- 2 Maurice's car got slimy transporting snails (9)
3 Heard military officer's "Nuts!" (7)
4 Purist not translating data on paper (9)
5 A howitzer is heard, as a general rule (5)
6 Busier financier drops in (7)
7 Comedian Murphy whirling, reportedly (5)
8 Republican in new Scorsese charmer (9)
13 Pleasure seekers put on in robberies (9)
15 Play for every one in waltz (9)
16 Difficult choice facing legend in sport (3,6)
18 General training is swell (7)

DOWN

- 1 Reporter's viewed picture (5)



- 19 Darn! Total recall for condiment (7)
21 Fighting irritating ivy—no good (5)
22 Recycled air at central rooms (5)
24 E.L. Doctorow's first novel re old man (5)

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 48

1J		2H	3A	4N		5F	6S	7I	8K		9C	10A		11O	12B	13J		14F	15D	16E	17M
18H	19A	20C	21K	22T	23R	24I	25B	26N		27R	28M	29K	30F		31D	32G		33R	34O	35H	36K
37J	38S	39G	40B	41E		42D	43O	44I	45K	46M	47P		48J	49C	50M	51H	52A	53B	54Q	55N	
56K	57S		58M	59C	60O	61T	62G	63H	64K		65A	66B	67J	68M	69Q	70D	71K		72I	73H	74A
	75N	76P	77S	78K	79M	80Q	81B	82A	83D		84R	85M		86G	87E	88D		89B	90S	91C	92O
93N	94P	95A		96R	97Q	98M	99O	100F	101P		102E	103B	104N	105S	106G	107I		108M	109B	110H	111C
112Q	113D	114S	115K		116P	117I	118H	119Q	120J	121N		122L	123K		124T	125O	126P	127Q	128I	129D	
130C	131B		132L	133A	134M		135I	136F	137K	138Q	139N	140R		141S	142C	143P	144G	145L	146D		147K
148M		149B	150S		151T	152P	153C	154J	155K	156M		157K	158N	159D		160H	161T		162B	163M	164E
165F	166J	167K		168R		169A	170R	171O		172L	173S	174K	175B	176P							

- A. English country house that gives its name to an E. M. Forster novel (2 wds.) 133 10 169 3 19 74 65 82 95 52
- B. Irish singer who had a 1990 hit with "Nothing Compares 2 U" (2 wds.) 131 149 175 12 25 53 66 162 103 40 81 109 89
- C. Island nation in the Indian Ocean east of Madagascar 49 130 142 153 111 9 20 59 91
- D. Blindly in love 113 129 42 146 159 15 31 70 88 83
- E. Cruel ruffians, from a cult of stranglers who worshiped Kali 16 87 164 41 102
- F. Roman lyric poet and satirist 100 136 165 14 5 30
- G. Straightens up 86 62 144 39 106 32
- H. Top-grossing comedy movie of all time (2 wds.) 2 18 35 51 63 110 160 73 118
- I. Abu Dhabi, Dubai, Ajman, etc. 128 7 24 44 72 107 117 135
- J. Saying "please" and "thank you," for example 154 1 67 13 37 48 120 166
- K. 1989 Ron Silver film based on a story by Isaac Bashevis Singer (4 wds.) 8 64 155 45 56 167 115 147 29 174 137 36 123 21 157 78 71
- L. Nickname of the young Arthur in *The Sword in the Stone* 172 122 145 132
- M. Gershwin tune introduced in New York City, February 1924 (3 wds.) 58 17 79 108 148 163 156 98 68 85 50 46 28 134
- N. How arithmetic teachers like their students' attention? 158 26 55 75 104 93 121 139 4
- O. Wrestling hold using the legs 171 99 43 60 11 34 125 92
- P. Actress who played two sisters in 1991's *A Kiss Before Dying* (2 wds.) 116 101 94 143 47 126 152 76 176
- Q. Doesn't take the standard deduction 80 112 54 119 138 127 69 97
- R. Runway for small planes 170 84 23 33 140 27 168 96
- S. Sitcom involving Judge Harry Stone and his coworkers (2 wds.) 57 105 77 38 141 114 6 90 173 150
- T. Company's employees 61 151 22 124 161

GEOGRAPHY SQUARES ★★

BY RAYMOND YOUNG

We've replaced the digits 0 to 9 in each of the multiplications below with letters. The digit-letter substitutions are constant throughout each problem, but change from one problem to the next. Can you reconstruct the original multiplications?

ANSWERS, PAGE 48

1.

$$\begin{array}{r} TEA \\ \times TEA \\ \hline SEA \\ TNN A \\ TEA \\ \hline CHINA \end{array}$$

2.

$$\begin{array}{r} FUR \\ \times FUR \\ \hline UNTA \\ CUC C \\ CRFG \\ \hline CANADA \end{array}$$

3.

$$\begin{array}{r} FEZ \\ \times FEZ \\ \hline AWAY \\ ZZTA \\ KTEE \\ \hline TURKEY \end{array}$$

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY STEPHANIE SPADACCINI

Wordly-Wise

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 45. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 44).

HARD CLUES ★★★

ACROSS

- | | | |
|---------------------------------------|------------------------------------------------|-------------------------------------|
| 1 Edward Scissorhands creation | 68 Sylvester, to Tweety | 113 Coffee type |
| 8 School founded by a New York brewer | 69 Kite addition | 117 Tin Man's woe |
| 14 Wax enthusiastic | 70 Stay of Execution author | 118 Marching Along author |
| 18 Pale gray | 71 November event | 119 ___ the Triffids |
| 22 Stumped, so to speak | 74 Dress size | 123 John, to Ringo |
| 23 Unabridged | 77 Bids | 124 Number theory concern |
| 24 Really keen on | 78 Aramis, e.g. | 126 Density gauge |
| 25 Counter seat | 80 Party crasher of story | 128 Rent contributor |
| 27 Chancellor, for one | 81 Pea blossom petals | 131 They're okay |
| 28 Yardarms glow | 82 Puma rival | 132 Mail boat |
| 30 Pitiful | 83 Eight-time Norris Trophy winner | 134 Movie "Guns" site |
| 31 Abby's sister | 84 Ford fronts | 135 Centerbound |
| 32 Model Carol | 86 Upstart | 136 Last category in a poll |
| 33 Treasury Building picture site | 90 City just north of Provo | 139 Character in <i>The Iliad</i> ? |
| 34 Below, to Bellotto | 91 Tell's canton | 140 Auctioneer's prop |
| 35 Tympanum shakers | 92 The sticks | 142 Render suspect |
| 36 Bye word? | 93 Actress D'Angelo, for short | 144 Ferdinand creator Leaf |
| 38 Cabby's bonus | 94 "___ Made to Love Her" (Stevie Wonder song) | 146 Snake eyes |
| 41 Acted the bully | 95 1982 Toto hit | 149 Lisa, to Bart |
| 43 Brawl | 97 Shoplifted | 150 Coronado's quest |
| 46 They hang out in delis | 98 Controversial fashion choice | 153 Composer Marcel |
| 50 Jefferson, religiously | 99 "Whip It" singers | 154 Willard Scott honoree |
| 51 Arlanda Airport lander | 100 Monopoly board corner | 157 November '42 conference site |
| 54 Most unsatisfying | 101 "Blast from the past" | 159 Alamogordo event |
| 55 Christmas cuttings | 102 Outskirts | 160 Monty Hall offering |
| 57 Analyze in detail | 105 Best suited for the job | 161 Turn the lock |
| 59 Christina's dad | 108 Quaker address | 162 It began about 2500 B.C. |
| 60 Cutesy | 109 Wilson's Point count | 163 Seis halved |
| 61 None of the above | 110 October 1929 event | 164 Feeling toward the Joneses |
| 63 Prefix with "blast" | 111 CCLXXVII doubled | 165 Loaded |
| 64 Straight course | 112 Sanction | 166 Sidewinder |

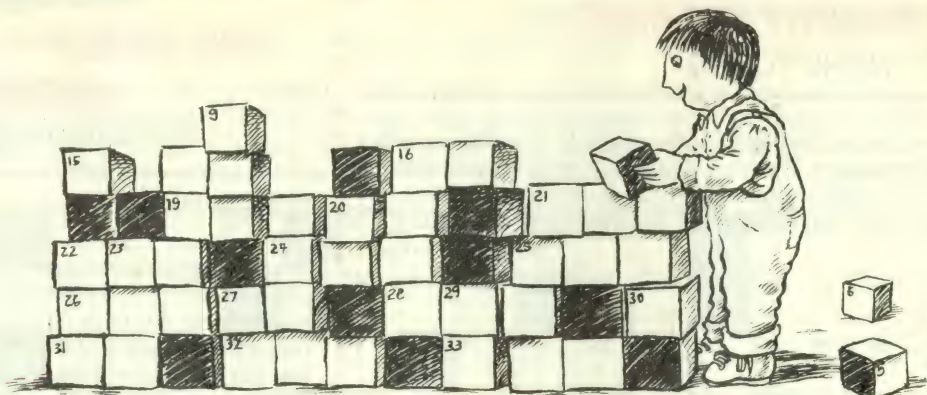
DOWN

- 1 Charlie, for one

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK
UNTIL YOU READ
PAGE 43!

EASY CLUES ★



ACROSS

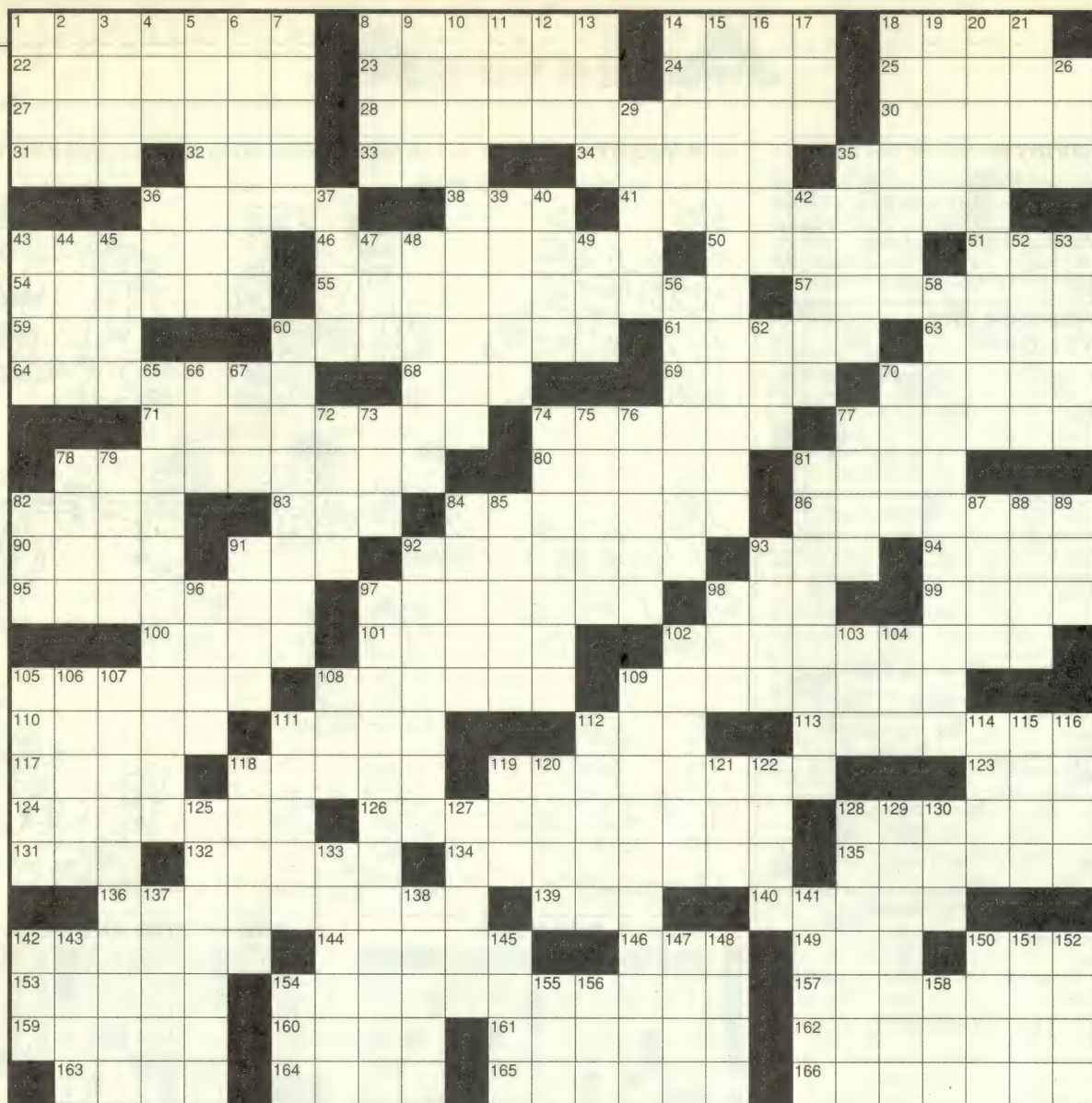
- 1 Animal-shaped hedges
8 College in Poughkeepsie, New York
14 Spew
18 Like the floor around a fireplace
22 In a difficult situation: 3 wds.
23 Whole
24 Division word
25 Bar seat
27 Walter Cronkite, for one
28 Rob Lowe/Demi Moore movie of 1985: 3 wds.
30 Apology word
31 ___ Arbor, Michigan
32 Elevation: Abbr.
33 The square root of one hundred
34 ___ voce (in a low voice) (TOOTS anag.)
35 Loud sounds
36 Farewell, in France
38 Gratuity
41 Resorted to strong-arm tactics: 2 wds.
43 Disorderly fight
46 Sandwich meats
50 Reasoned believer in God (EDITS anag.)
51 Swedish airline: Abbr.
54 Least believable, as an excuse
55 Pines and firs, e.g.
57 Cut up a frog
59 Onassis, for short
60 Very valuable

- 61 ___ People's Money ('91 DeVito movie)
63 Within: Prefix (NOTE anag.)
64 Drone's direct route
68 Tit for ___
69 What a Manx cat lacks
70 Columnist Stewart (OPALS anag.)
71 Event on a November Tuesday
74 Small, in women's sizes
77 Puts up for sale
78 Athos, Porthos, or Aramis
80 Linda Lavin TV series
81 Wings (A LEA anag.)
82 Adidas rival
83 Hockey great Bobby
84 Metal car fronts
86 Newly rich upstart
90 Utah city (ROME anag.)
91 Psychic Geller
92 Remote area, with "the"
93 Opera star Sills, for short
94 ___ a Male War Bride: 2 wds.
95 After Hours actress Arquette
97 Pushed up
98 Mink or sable
99 Group that sang "Whip It" (DOVE anag.)
100 "The clink"
101 "Golden" song of yesteryear
102 Edge
105 Most adept
108 Buddy
109 First UHF channel
110 Auto accident
111 554, Roman-style

- 112 Allow
113 Moment in time
117 Metal corrosion
118 "The March King"
119 ___ the Jackal: 3 wds.
123 Toilet, to a Brit
124 Counting number
126 Instrument for measuring density
128 Dorm sharer
131 Uno + uno
132 Dispatch boat (O VISA anag.)
134 The Guns of ___
135 Directed to the center
136 Not having one's mind made up
139 Greek vowel
140 Judge's mallet
142 Cast doubt upon
144 H.H. ___ (Saki's real name) (MOURN anag.)
146 Number it takes to tango
149 Bro's counterpart
150 Gold: Sp. (in CORONADO)
153 French composer Marcel (PRUDE anag.)
154 Person over 100 years old
157 Iran's capital
159 "This is only ___": 2 wds.
160 Place for a jamb and a knob
161 Turn, as a lock
162 Period of early metalworking: 2 wds.
163 Very: Fr.
164 "Green" emotion
165 Drunk, in slang
166 Poisonous snake

DOWN

- 1 Star-Kist fish
2 Ajar
3 Low-ranking chess piece
4 Lesley Gore's "___ My Party"
5 Fleets of warships
6 One who faces facts
7 Busybody (TEENY anag.)
8 Part of a three-piece suit
9 Poker payment
10 Having a powerful voice
11 ___ vous plaît
12 Supply with weapons
13 Old cars (SORE anag.)
14 Donations
15 Canada's neighbor: 2 wds.
16 Took long steps
17 Gardener's tool
18 Puts into groups
19 Impassionate person
20 Good practical judgment: 2 wds.
21 Olden days
26 Fleur-de-___
29 Drunkard
35 Army negative response: 2 wds.
36 Top card
37 "Deutschland ___ Alles"
39 Gold bar
40 Home of Lima and llamas
42 Cuba's Castro
43 Excessive fat
44 Not quite raw
45 Girlfriend: Fr.
47 Fifth or Madison: Abbr.
48 University speaker
49 "You bet!"
52 Stage performer
53 Halts
56 Espies
58 "We hold these truths to be ___"
60 Chest muscle
62 Go in haste
65 Crime against a sovereign: 2 wds. (JAMES STEELE anag.)
66 Class
67 Born: Fr.
70 From a distance
72 Actress Garr
73 Ending for hotel or bombard
74 Made a mural
75 Miss ___ (Dallas mom)
76 Like many bathroom floors
77 Norwegian king
78 Spanish artist Joan
79 Hawaiian guitars, for short
81 Before-dinner drink
82 Neither's partner
84 Chuck Berry's "Johnny B. ___"
85 Substance used on violin bows
87 Water pitcher (WERE anag.)
88 Army rival, in football
89 Army entertainment group: Abbr.
91 Army platoon
92 Revolutionary Simón
93 Raymond of Perry Mason
96 Poet Ogden
97 Mussorgsky opera about a czar: 2 wds.
98 Fire: Fr.
102 Spud
103 Bic product
104 "For ___ a jolly good fellow ..."
105 Bitter
106 ___ Kirby of City Slickers
107 Da Vinci masterpiece, with The: 2 wds.
108 Winter ailment
109 League, as of nations
111 Architectural column style
112 Paul of American Graffiti (METAL anag.)
114 ___ mater
115 Black, in Bordeaux
116 ___ the line (obeyed)
118 Deadly Sins count
119 New Deal dam-building agency: Abbr.
120 Drone's home
121 Japanese currency unit
122 Portland's state: Abbr.
125 Handy doodads
127 Wimbledon champ Agassi
128 French resort area
129 Occurring a single time
130 Wise bird
133 Son of Jacob and Leah (MONIES anag.)
137 Doctor's helper
138 Way in
141 In motion
142 Actress Lupino
143 "___ and Jeff"
145 Burden
147 Stroll
148 Aware of
150 Spoken
151 Anger
152 Unique person
154 B-F link
155 Picnic pest
156 Slugger's stat
158 Ending for insist or differ



ANSWER, PAGE 48

HARD CLUES (CONTINUED)

- | | | | | | |
|--------------------------------------|-----------------------------|--------------------------------------------------|----------------------------------------------------|------------------------------------------------------|---------------------------------|
| 2 Public | 21 Bygone days | 65 Treason | 84 Chester B. ____
(<i>Gunsmoke</i>
deputy) | 108 Cold's kin | 129 TV special, e.g. |
| 3 Candidate for
promotion? | 26 Fleur-de-____ | 66 Family | 85 Pitcher's grip
improver | 109 <i>Enterprise</i>
launchers | 130 Athena's
symbol |
| 4 "____ a date!" | 29 Lush | 67 Society page
word | 87 Pitcher | 111 Fluted column
type | 133 San ____
(Hearst's home) |
| 5 Fleets | 35 Private answer? | 70 Place of
worship? | 88 Blue hue | 112 Robards's
<i>Melvin and
Howard</i> costar | 137 Juliet's
confidante |
| 6 Henry James,
e.g. | 36 Whiz | 72 Actress Copley | 89 Troop troupe | 114 ____-Ata
(Kazakhstan's
capital) | 138 Diary jotting |
| 7 Gossip | 37 <i>Unter</i> opposite | 73 Ending with
cash or cloth | 91 Troop group | 115 Roulette bet | 141 Up and about |
| 8 Third piece,
perhaps | 39 Silver buy | 74 Arizona's ____
Desert | 92 Caracas coin | 116 Unlike sandals | 142 G & S princess |
| 9 Pay for a hand | 40 President | 75 J.R.'s mom | 93 Vidal book | 118 Fan-tan starter | 143 Pound choice |
| 10 Ear-splitting | 42 Che compadre | 76 Like locker
rooms, often | 96 Crosby cohort | 119 Muscle Shoals,
Ala., org. | 145 Responsibility |
| 11 Part of RSVP | 43 Workout loss | 77 Norway's
patron saint | 97 Pushkin drama | 120 Worker's home | 147 Word under
"DONT" |
| 12 Sling contents | 44 Hardly seen | 78 <i>Catalan</i>
<i>Landscape</i>
painter | 98 Bordeaux blaze | 121 Hankering | 148 Not fooled by |
| 13 New cars of
1904 | 45 <i>Compagne</i> | 79 "Aloha Oe"
strings | 102 Misspelled
word of 1992 | 122 Salem's state:
Abbr. | 150 French test,
e.g. |
| 14 Tax write-offs | 47 Hail | 81 Vermouth, e.g. | 103 Write | 125 Kitchenware
buys | 151 The latest |
| 15 Fourth-largest
country | 48 College
speaker | 82 "... borrower
____ a lender
be" | 104 "____ Me Pal"
(1905 hit) | 127 Pianist Watts | 152 Odd duck |
| 16 Walked boldly | 49 Very well | | 105 Biting | 128 St. Tropez
setting | 154 B followers |
| 17 Mortar mixer | 52 He may be in
the lead | | 106 Cinderella's
dog | | 155 Grasshopper's
neighbor |
| 18 Classifies | 53 Organ pipe
parts | | 107 Mural in the
Santa Maria
delle Grazie | | 156 Cecil Fielder
stat |
| 19 Dreiser novel,
with <i>The</i> | 56 Spots | | | | 158 Tolkien tree |
| 20 Savvy | 58 Obvious | | | | |
| | 60 Fish's side fin | | | | |
| | 62 Get a move on | | | | |

PENCILWISE CONTINUES ON PAGE 50.

7 GAMEBITS

On normal dice, the numbers on opposite sides total 7. On the dice on the *Playbill* cover, the 6 and 1 appear incorrectly on adjacent sides, as do the 5 and 2. According to Doug Johnson, of Serino Coyne Inc., which created the *Playbill* cover, the agency has received many calls about the mistake.

8 REMEMBER THE SEVENTIES?

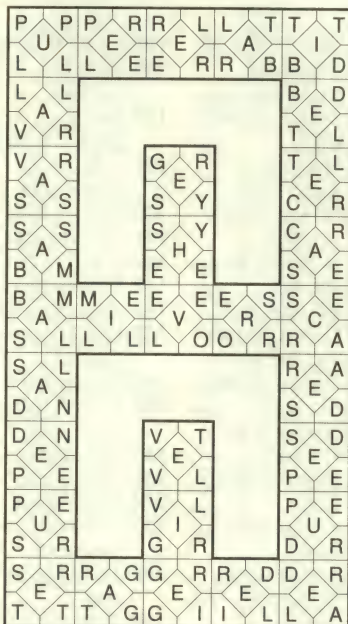
- | | |
|-----------------------------------------------------------------------------------|--------------------------------------------------------------------------|
| 1. Parts of Skylab | 12. Even vs. odd days, depending on the last digit of your license plate |
| 2. est | |
| 3. Purple | |
| 4. Pet rock | |
| 5. LeVar Burton; Kunta Kinte (from the miniseries <i>Roots</i>) | 13. Jaclyn Smith |
| 6. <i>Everything You Always Wanted to Know About Sex (But Were Afraid to Ask)</i> | 14. Earth shoes |
| 7. Cigarette commercials | 15. Renee Richards, after her sex-change operation |
| 8. Bobby Riggs; Billie Jean King | 16. Muhammad Ali; Joe Frazier |
| 9. "Whip Inflation Now" | 17. General Motors |
| 10. Symbionese Liberation Army | 18. George Bush |
| 11. Billy Carter; Billy Beer | 19. Rabbi |
| | 20. Streaking |
| | 21. Bay City Rollers |
| | 22. American Legion |
| | 23. Test-tube baby |
| | 24. The Concorde |
| | 25. Ford Pinto |
| | 26. The hustle ("Do the hustle") |
| | 27. Paul Lynde |
| | 28. Nadia Comaneci |

Acknowledgments to Henry Hook for contributing to this quiz.

16 FLICK OF THE HAND

- | | |
|-------------------------------------|---------------------------------------|
| 1. <i>Beauty and the Beast</i> | 7. <i>Children of a Lesser God</i> |
| 2. <i>The Terminator</i> | 8. <i>The Princess Bride</i> |
| 3. <i>The Addams Family</i> | 9. <i>Planet of the Apes</i> |
| 4. <i>King Kong</i> (1933) | 10. <i>Ghost</i> |
| 5. <i>North by Northwest</i> | 11. <i>E.T. The Extra-Terrestrial</i> |
| 6. <i>A Nightmare on Elm Street</i> | 12. <i>Edward</i> |
| | 13. <i>Scissorhands</i> |
| | 14. <i>Citizen Kane</i> |

27 CROSS THE HEART

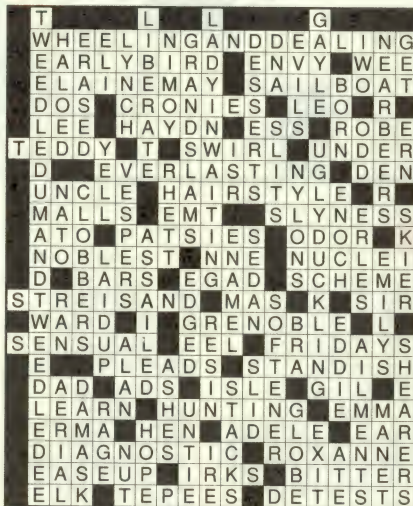


19 NAUGHTY & NICE

The characters can be matched as shown:



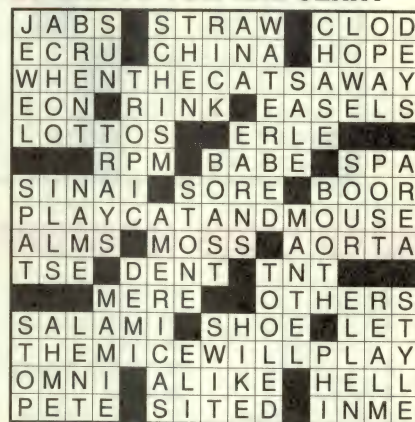
30 PENCIL POINTERS



50 WACKY WORDIES: ORIGINS

- | | |
|---------------------------------|---------------------------------|
| 1. One thing after another | 11. Cross purposes |
| 2. Heartbroken | 12. Bookends (or abridged book) |
| 3. A raise in pay | 13. Two under par |
| 4. A drop in temperature | 14. Fooling around |
| 5. Last but not least | 15. Turn for the worse |
| 6. Hard up | 16. Hellbent on winning |
| 7. But on second thought | 17. History repeats itself |
| 8. The long and short of it | 18. Fat chance |
| 9. The straight and narrow path | 19. Musically inclined |
| 10. One in a million | 20. Beginning of the end |

31 ODE TO TOM AND JERRY



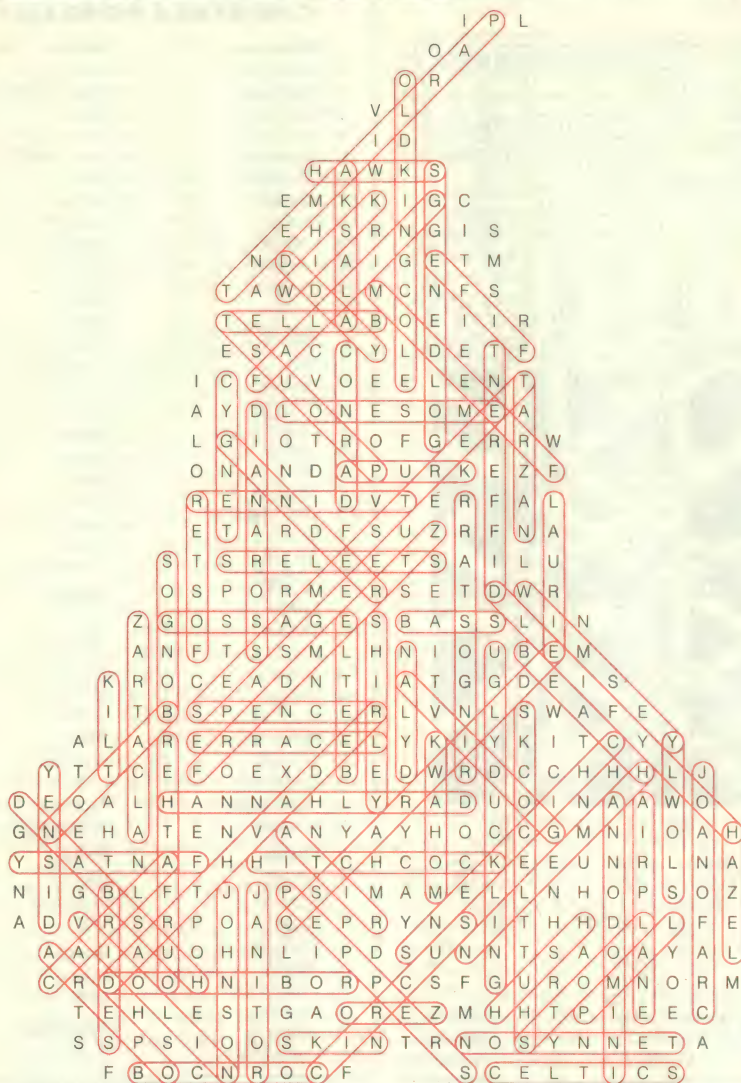
31 SPARE CHANGE

- | | |
|-------------------------------------|----------------------|
| 1. Stop on a dime | 7. Headquarters |
| 2. Quarterback | 8. "Penny Lane" |
| 3. Penny Marshall | 9. Nickelodeon |
| 4. Penny arcade | 10. Henny-Penny |
| 5. "Don't take any wooden nickels" | 11. French Quarter |
| 6. "Brother, can you spare a dime?" | 12. Pumpnickel |
| | 13. Miss Money Penny |
| | 14. Nickel-and-dime |

35 SWEAR WORDS

- | | |
|------------------|------------------|
| 1. Darken | 9. Dairyman |
| 2. Dear John ... | 10. Dolly Parton |
| 3. Darling | 11. Dacron |
| 4. Department | 12. Dodecahedron |
| 5. Darwin | 13. Red Baron |
| 6. Grandparent | 14. Pediatrician |
| 7. Mandarin | 15. Dearborn |
| 8. Kindergarten | 16. Undergarment |

35 BY THE DOZENS



25 CROSSWORD CUBE

If unfolded, the solved cube would look like this:



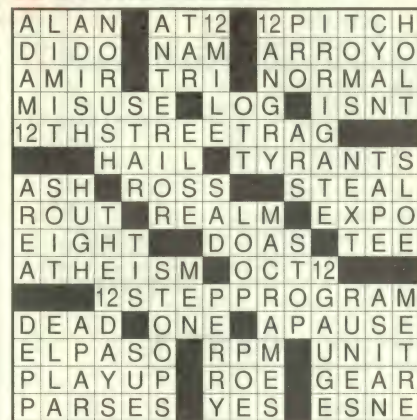
34 DSZQUPHSBNT!

1. CRYPTOON. "Yes, it's possible someone broke in, changed the locks, and redecored ... but humor me. Let's try next door."
2. CAN-CAN? Ginger Rogers did everything Fred Astaire did. Only she did it backwards and in high heels.—Governor Ann Richards
3. OUT LIKE A LIGHT. When a supernova star, about a thousand times the sun's diameter, dies, it collapses in less than one second.
4. NOTICEABLE DIFFERENCE. After shaving mustache, vain man is greeted at office with "Putting on weight?" and "You need a haircut."
5. PUT IT ANOTHER WAY. Computer-based translator, given phrase "Out of sight, out of mind," reportedly spit back "Invisible, insane."
6. SWITCH HITTER. Ambidextrous ballplayer simultaneously signs renegotiated contract while autographing commemorative program.
7. WHAT ELSE IS NEW? Every night, young video buffs catch rerun fever forty years after those great shows first aired.

4 LETTERS

The switch can be made in 16 moves. One possible solution (L = left, R = right): dime-L, L; quarter-L; nickel-R, R; quarter-L; nickel-L; dime-R, R, R; penny-R, R; quarter-L; dime-L, L; penny-R.

35 BY THE DOZENS



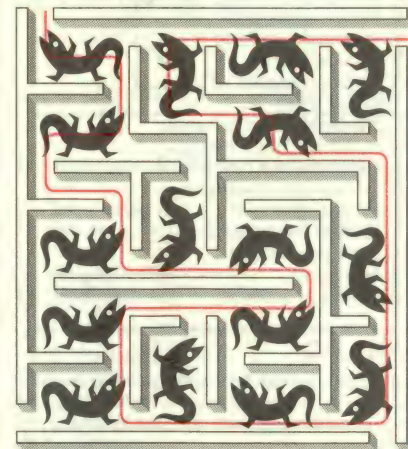
37 DÉJÀ VU ALL OVER AGAIN



32 REMOTE POSSIBILITIES

1. MTV (Mouse Teaching Vowels)
2. A&E (Adam & Eve)
3. CNN (Cuckoo Nagging Napoleon)
4. BET (Ballerinas Emptying Trash)
5. C-SPAN (Chain-Smoker Polishing Ape's Nails)
6. TBS (Tigers Building Snowman)
7. AMC (Astronaut Mailing Carton)
8. ESPN (Elvis Sharpening Pinocchio's Nose)
9. CNBC (Calvin Nauseating Bill Clinton)
10. USA (Umpires Swinging Axes)
11. TNT (Twins Nailing Table)
12. HBO (Hunchback Burying Oscars)

36 LEAPIN' LIZARDS



41 CRYPTIC CROSSWORD 1

ACROSS

- 1 Divorces (discover)
- 5 Purged (urge + P.D.)
- 10 Local (lo-cal)
- 11 Thrusting (rust + thing)
- 12 All over (Al + lover)
- 13 Spouses (poses us)
- 14 Bandaged (band + aged)
- 16 Niche (Nice + H)
- 19 Arena (an + era)
- 21 Answered (piANS WE'RE Drawing)
- 24 Carried (Carrie + D)
- 26 Against (a + gain + st.)
- 27 Dismissal (sis + dismal)
- 28 Troll (two meanings)
- 29 Sender (seer + ND)
- 30 Price tag (pig crate)

DOWN

- 1 Dallas (all sad)
- 2 Vacillate (vacate + ill)
- 3 Relived (appaREL I'VE Designed)
- 4 Enter (center - c)
- 6 Unshorn (horn + sun)
- 7 Grits (g + stir)
- 8 Digested (Di jested)
- 9 Crusades (cads sure)
- 15 Grandest (dragnets)
- 17 Cleans out (consulate)
- 18 Cascades (a CD's case)
- 20 Asinine (as + I + nine)
- 22 Elastic (cat lies)
- 23 Stalag (stag + L.A.)
- 25 Risen (siren)
- 26 Abler (B + real)

41 CRYPTIC CROSSWORD 2

ACROSS

- 1 Sleek (keels)
- 4 Pacifiers (I fire caps)
- 9 Excursion (cures + X + I + on)
- 10 Nader (re + Dan)
- 11 Earnest (Ernest)
- 12 Naiveté (Nate + l've)
- 13 Hoots (so hot)
- 14 Undermine (und + ermine)
- 17 Dispersal (Dial + press)
- 19 Meets (set me)
- 20 Novella (Nov. + Ella)
- 23 Inshore (heron is)
- 25 Skier (s + K + i.e. + R)
- 26 Ransacked (ranked + sac)
- 27 Segregate (Easter egg)
- 28 Dryer (DiRtY gEaR)

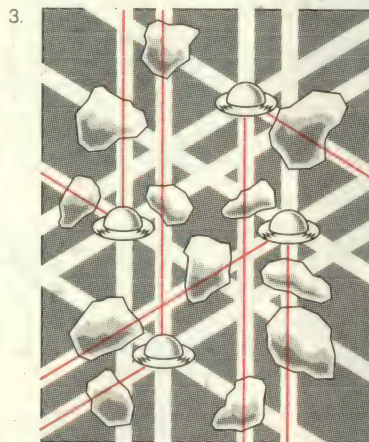
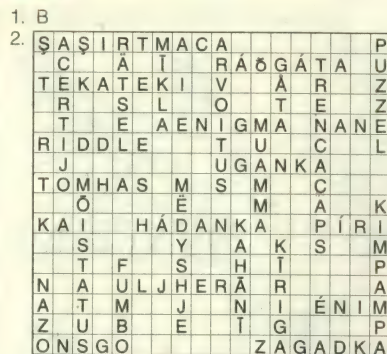
DOWN

- 1 Scene (seen)
- 2 Escargots (mauricE'S CAR GOT Slimy)
- 3 Kernels (colonel's)
- 4 Printouts (purist not)
- 5 Canon (cannon)
- 6 Fancier (financier - in)
- 7 Eddie (eddy)
- 8 Sorceress (R + Scorsese)
- 13 Hedonists (don + heists)
- 15 Dalliance (all + I + dance)
- 16 Ice hockey (choice + key)
- 18 Enlarge (general)
- 19 Mustard (drat + sum)
- 21 Vying (ivy + n.g.)
- 22 Atria (air at)
- 24 Elder (E.L. + D + re)

FAKE AD

The Fake Advertisement announced in the Table of Contents was for *Magazine Reader Magazine* and appeared on page 8. By Lou Kesten and Rick Stark.

38 CHAMPION CHALLENGERS



- 4.
5. None. Turn the page upside-down.
6. Q. The letters on the left side of each scale have the same number of straight parts as those on the right, and the same number of curved parts.

42 DOUBLE CROSS

- | | |
|--------------------|--------------------------|
| A. HOWARDS END | K. ENEMIES, A LOVE STORY |
| B. SINEAD O'CONNOR | L. WART |
| C. MAURITIUS | M. RHAPSODY IN BLUE |
| D. INFATUATED | N. UNDIVIDED |
| E. THUGS | O. SCISSORS |
| F. HORACE | P. SEAN YOUNG |
| G. TIDIES | Q. ITEMIZES |
| H. HOME ALONE | R. AIRSTRIP |
| I. EMIRATES | S. NIGHT COURT |
| J. NICETIES | T. STAFF |

I had come to see authoritarian rule as something firmly imbedded in Russian society and ingrained in the Russian psyche... Soviet politics seemed as frozen as the Soviet tundra... As it turned out, of course, I was wrong.—H(edrick) Smith, *The New Russians*

40 OH, DEER!

The reindeer were ordered as follows:
 Front row, left: Dasher, buck, magenta ribbon
 Front row, right: Comet, doe, chartreuse ribbon
 Second row, left: Cupid, buck, white ribbon
 Second row, right: Dancer, doe, maroon ribbon
 Third row, left: Donner, buck, blue ribbon
 Third row, right: Vixen, doe, rose ribbon
 Fourth row, left: Blitzen, doe, ocher ribbon
 Fourth row, right: Prancer, buck, cerise ribbon

28 THE TWELVE DAYS OF CHRISTMAS WORD LIST

Drummers

1. Bass
2. Chickens
3. Fife
4. Le Carré
5. Janitor
6. Ringo Starr
7. Mohawk
8. Baton
9. Different
10. Krupa
11. Bongos
12. Slowly

Pipers

1. Kilt
2. Hamelin
3. Fantasy
4. Peppers
5. Laurie
6. Hush
7. Airplane
8. Old King Cole
9. Beach
10. Alaska
11. Corncob

Lords

1. Tarzan
2. Anno Domini
3. Tennyson
4. D-Day
5. Fred Mertz
6. Parliament
7. Conrad
8. Our Father
9. Darth Vader
10. Wimsey

Ladies

1. Disney
2. Spencer
3. Dylan
4. Hitchcock
5. Beetle
6. Oscar Wilde
7. Godiva
8. Johnson
9. Diana Ross

Maids

1. Rita
2. Robin Hood
3. Stool
4. Hazel
5. Joan of Arc
6. Carla
7. Brides
8. Daryl Hannah

Swans

1. Cygnet
2. Ballet
3. Foster
4. Ugly Duckling
5. Proust
6. TV dinner
7. Steelers

Geese

1. Gander
2. Zero
3. Gossage
4. Skin
5. Lamp
6. Golden eggs

Rings

1. Wisk
2. Holyfield
3. Circus
4. Freedom
5. Opera

Hens

1. Falling
2. Husband
3. Violin

Doves

1. Hawks
2. Lonesome

Partridge

1. Shirley

43 GEOGRAPHY SQUARES

1. 175	2. 437	3. 843
x 175	x 437	x 843
875	3059	2529
1225	1311	3372
175	1748	6744
30625	190969	710649

43 WORDLY-WISE

TOPIARY	VASSAR	GUSH	ASHY
UPATREE	ENTIRE	INTO	STOOL
NEWSMAN	STELMOSFIRE	SORRY	
ANN ALT	TEN	SOTTO	NOISES
ADIEU	TIP	USED	FORCE
FRACAS	BALONEYS	DEIST	SAS
LAMEST	EVERGREENS	DISSECT	
ARI	PRECIOUS	OTHER	ENTO
BEELINE	TAT	TAIL	ALSOP
ELECTION	PETITE	OFFERS	
MUSKETEER	ALICE	ALAE	
NIKE	ORR	GRILLES	PARVENU
OREM	UR	BOONIES	BEVIWAS
ROSANNA	BOOSTED	FUR	DEVO
JAIL	OLDIE	PERIPHERY	
ABLEST	FRIEND	FOURTEEN	
CRASH	DLIV	LET	INSTANT
RUST	SOUSA	THE DAY OF	LOO
INTEGER	GRAVIMETER	ROOMIE	
DOS	AVISO	NAVARONE	INWARD
UNDECIDED	ETA	GAVEL	
IMPUGN	MUNRO	TWO	SIS
DUPRE	CENTENARIAN	TEHERAN	
ATEST	DOOR	UNBOLT	TEHRAN
TRES	ENVY	STINKO	RATTLER

66 THE IMPRINT ON THE SHIRT

Portugal Paul was responsible for the mysterious imprint on Fritz Peperl's shirt—but he made it with the end of a cut stick, not with a thumb or finger, as naturally would be supposed without careful observation. The circular lines of wood (the annual growth markings) closely resemble the ridges of the human thumb or fingers, but they differ from those of virtually all fingerprints in that they do not meet. Noting the difference, Grivot hypothesized that the pugilist had attacked or threatened his host, and that the stick that Portugal Paul had cut during his walk had been called into play in defense against the burly fighter.

The approximate truth of this hypothesis was substantially confirmed by Portugal Paul's defense when confronted by other evidence gathered at Grivot's direction. The French expert succeeded in locating the stick employed; it was found tossed into the stables scrap heap. By compelling Kathi, Portugal Paul's companion on their walk in the woods, to identify the region from which Paul had cut the stick, the other end of the branch was located in a pine grove. The ends matched, and Paul was confronted with an alleged reconstruction of the crime. He confessed to the killing but insisted that Peperl had attacked him and that he had acted strictly in self-defense. In view of the known love triangle, Paul claimed he had feared admitting to the killing earlier. His story was:

"I kissed Kathi good-bye for the moment when we came to the edge of the woods, as she was about to run to dress for dinner. I went to the stables to speak to the groom. I was several hundred feet from the stables and was just passing the log-shelter when suddenly I heard a rush and a man leaped out at me. I jumped like a flash before I knew what had happened or who it was—he was behind me, off to the left. As I wheeled around to recover my balance, I saw it was Peperl and that he had a knife in his hand. I realized he had struck at me. I dashed around the corner of the log-shelter, to the open side, but quick as I was, he was quicker, and I was penned in a corner with this madman closing in. I had only the stick in my hand to ward him off—what I had cut and whittled when Kathi and I were after the snake. He charged toward me without a word, and as he flung his arm back and up to stab me, I braced myself against the log wall with one arm and thrust straight into him with my stick. I was amazed to see him go over backward like a nine-pin—and then I saw what happened, thank God! In flinging his arm back to stab, his knife had struck between two of the logs and wedged, and he was thrown off his balance just as my thrust caught him full in the chest.

"The knife was torn from his hand and he fell to the ground. He was not hurt but was wilder than ever, and when he saw that I had snatched up the knife, he lunged at me before he got fully to his feet. It was him or me. I lashed out with the knife, for the stick was useless in such tight quarters and he was blocking my way. He struck me terrible body blows and knocked my wind out for a minute. When I unstraightened, he was motionless on the floor of the shelter. I was unmarked. I simply fought for my life—and no man would do differently."

Portugal Paul's account was somewhat confirmed by examination of the log-shelter. A deep gash between two logs inside the shelter, at a reasonable height, bore out the story of the loss of the knife. The knife itself was recovered, at Paul's direction, from a spot in the woods where he had hastily buried it.

He was charged with manslaughter and convicted, the jury recommending a lenient sentence. He served six months of a year's sentence and was pardoned by the governor on the grounds of ill health.

WILD CARDS

73 HEARD IT BEFORE?

Each word starts and ends with the same consonant sound spelled with different consonants.

73 APT TV INITIALS

1. Tony Randall, *The Odd Couple*
2. Ted Danson, *Cheers*
3. Leonard Nimoy, *Star Trek*
4. Alan Thicke, *Growing Pains*
5. Don Adams, *Get Smart*
6. Tony Danza, *Taxi*
7. Dixie Carter, *Designing Women*
8. Bob Denver, *Gilligan's Island*
9. Neil Patrick Harris, *Doogie Howser, M.D.*
10. Raymond Burr, *Perry Mason*
11. Candice Bergen, *Murphy Brown*
12. Fred Gwynne, *The Munsters*
13. Judd Hirsch, *Dear John* ...
14. Cheryl Ladd, *Charlie's Angels*
15. Robert Stack, *The Untouchables*
16. Don Knotts, *The Andy Griffith Show*
17. Barbara Eden, *I Dream of Jeannie*
18. Philip Michael Thomas, *Miami Vice*

73 THE FINAL FOUR

The words are RINSE and RESPONSE.

73 U.S. FILM FESTIVAL

Our answers (other titles may be possible):

- | | |
|--------------------------------|------------------------------|
| <i>North to Alaska</i> | <i>The Great Northfield,</i> |
| <i>Raising Arizona</i> | <i>Minnesota Raid</i> |
| <i>The Arkansas Traveler</i> | <i>Mississippi Burning</i> |
| <i>California Suite</i> | <i>The Missouri Breaks</i> |
| <i>The Man from Colorado</i> | <i>Cattle Queen of</i> |
| <i>A Connecticut Yankee</i> | <i>Montana</i> |
| <i>in King Arthur's Court</i> | <i>Nevada Smith</i> |
| <i>Florida Straits</i> | <i>The Hotel New</i> |
| <i>The Night the Lights</i> | <i>Hampshire</i> |
| <i>Went Out in Georgia</i> | <i>New Mexico</i> |
| <i>Blue Hawaii</i> | <i>Escape from New York</i> |
| <i>My Own Private Idaho</i> | <i>Oklahoma!</i> |
| <i>Abe Lincoln in Illinois</i> | <i>The Oregon Trail</i> |
| <i>Indiana Jones and the</i> | <i>Tennessee Champ</i> |
| <i>Temple of Doom</i> | <i>The Texas Chainsaw</i> |
| <i>Kansas City Bomber</i> | <i>Massacre</i> |
| <i>The Kentucky Fried</i> | <i>Utah Blaine</i> |
| <i>Movie</i> | <i>Mr. Smith Goes to</i> |
| <i>Lady from Louisiana</i> | <i>Washington</i> |
| <i>Maryland</i> | <i>Wyoming Mail</i> |
| <i>Michigan Kid</i> | |

73 DEVELOPING NATIONS

- | | |
|----------|-----------|
| 1. Chile | 7. Spain |
| 2. China | 8. India |
| 3. Zaire | 9. Italy |
| 4. Syria | 10. Kenya |
| 5. Libya | 11. Nepal |
| 6. Sudan | 12. Ghana |

76 OUT OF SITE

1. Illinois, Indiana, and Ohio
2. Chile
3. Australia
4. Mediterranean Sea
5. Antarctica
6. Libya
7. Arabian Peninsula (Saudi Arabia, Yemen, Oman, Iraq, Kuwait, and Jordan)
8. Lake Michigan
9. Luzon (main island of the Philippines)
10. Switzerland
11. Norway and Sweden
12. Michigan (without the upper peninsula)
13. Panama

73 FUNNYMAN'S BEST FRIEND

- | | |
|--------------------------|-------------------------------|
| 1. "Peanuts" | 7. "The Family Circus" |
| 2. "Little Orphan Annie" | 8. "Hi & Lois" |
| 3. "Blondie" | 9. "Cathy" |
| 4. "Dennis the Menace" | 10. "For Better or For Worse" |
| 5. "Garfield" | 11. "Ziggy" |
| 6. "Beetle Bailey" | 12. "Hagar the Horrible" |

73 DIGITITIS

$$\begin{array}{r}
 51602 \\
 17 \overline{) 877234} \\
 \underline{85} \\
 27 \\
 \underline{17} \\
 102 \\
 \underline{102} \\
 34 \\
 \underline{34} \\
 0
 \end{array}$$

74 POKER POSER

Dave: ♠6 ♠7 ♠8 ♠9 ♠10
 Frankie: ♣2 ♣3 ♣4 ♣6 ♣7
 Georgiana: ♣9 ♣10 ♣Q ♣J ♣K
 Cleo: ♣8 ♣J ♣K ♣A ♣A

74 ANIMAL LADDERS

Our answers (other routes may be possible):

1. CATS, MATS, MATE, MACE, MICE
2. BULL, BELL, BELT, BEAT, BEAR
3. PONY, POND, BOND, BOLD, BOLT, COLT
4. FROG, FROM, PROM, PRAM, GRAM, GRAD, GOAD, TOAD
5. LION, LIEN, LIES, LIDS, LADS, LADE, LAME, LAMB
6. FAWN, PAWN, PAWS, PEWS, SEWS, SEES, SEER, DEER

75 WHAT'S THE GOOD WORD?

The nine preliminaries are as follows:

- | | | |
|-------------|------------|-------------|
| 1. a. POWER | 2. a. SKIN | 3. a. COVER |
| b. SHOE | b. TOOTH | b. PAN |
| c. BACK | c. EYE | c. STORM |

These sets can be preceded, respectively, by HORSE, BUCK, and DUST. The final word is SAW.

75 PRESTI-DIGIT-ATION

31	58	85
112	58	4
31	58	85

We know, we know—we swore (*several* times) we'd never print another page of Wacky Wordies again. But when a 1928 book called *Cookoo-Nuts* recently fell into our hands, we couldn't help ourselves. As this is the granddaddy of all Wacky Wordie publications, we felt compelled to select 20 of our favorite specimens for a fresh presentation.

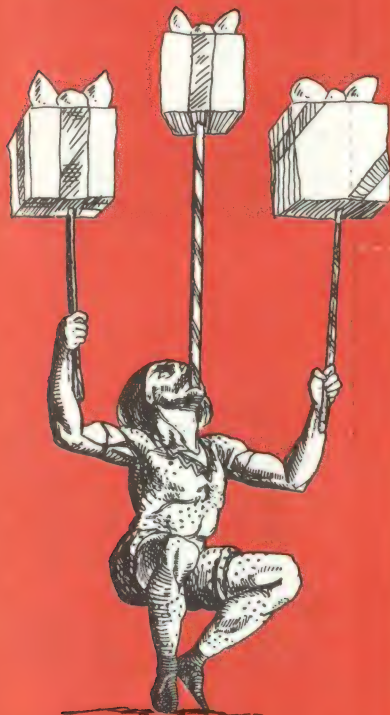
As always, the object is to discern a familiar word, phrase, or saying from each arrangement of letters and symbols. For example, #1 below depicts "one thing after another."

If you like these, we beg you, please don't send us any more! We don't want to be forced to publish Wacky Wordies again.

ANSWERS, PAGE 46

1. another one thing	2. heart	3. p ^a y	4. temper _a ture
5. LEAST	6. D R A H	7. thought but thought thought	8. IT
9. and path	10. MILL1ON	11. purposes purposes	12. b k
13. par two	14. f o o g i n	15. the worse	16. hell winning
17. history history history	18. CHANCE	19. musically	20. ↓ end

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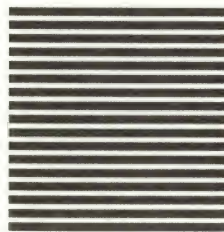
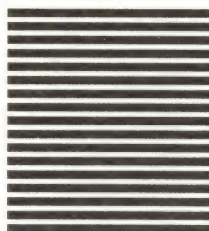
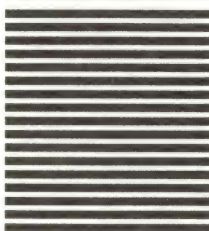
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100 GAMES

EDITED BY BURT HOCHBERG

PHOTOGRAPHS BY BUTLER & TEGNI

Boardgames are looking up. According to the Toy Manufacturers of America, the adult boardgame category grew at a rate of 10 percent in each of the last three years, compared to three or four percent for the toy industry as a whole. Considering the lousy state of the general economy, the robust health of adult boardgames is amazing.

Established companies as well as an increasing number of newcomers and independent inventors are publishing new games at an accelerated rate. As the only national consumer magazine that regularly reviews adult boardgames and puzzles, GAMES receives around 200 of them each year, plus an equal number of computer games and videogames.

Every product receives careful and optimistic evaluation by people who love games. Those that pass a preliminary screening are play-tested by a diverse group of GAMES staff editors, contributing editors, and invited guests. If we don't like something, usually we figure the group chemistry was at fault and we play it again with different people. If we like it, chances are it will be reviewed in GAMES. If we like it a *lot*, it could make it into The GAMES 100.

Game inventors are always striving for something new. But new games don't always fit comfortably in any of the nine categories we've established, and categorizing them has become an annual agony. A game may start out in one category and pass through two others before ending up in what we hope is the most appropriate one.

This is how we decide what goes where:

•**Party Games** Generally, these are games of social, rather than strategic, interaction and are usually played in teams. If a board is used, it serves either to randomize the categories or to track the players' progress.

•**Family Games** These are relatively easy to learn and to play, and luck is a significant factor.

•**Trivia** Though trivia games have much in common with family games

and party games, their essential characteristic is that they call for factual knowledge rather than reasoning ability.

•**Word Games** Trivia games and many family and party games depend on

words to some extent, but word games focus on creative and skillful ways to combine letters and words for their own sake.

•**Puzzles** A puzzle, whether it's a hand-held gadget, a jigsaw puzzle, or a one-player videogame, usually has a specific, intended solution and is not subject to a time limit.

•**Arcade Games** Although these games may require strategic thinking or puzzle-solving, they rely primarily on hand-eye coordination.

•**Real-Life Strategy** In general, these are boardgames in which players develop strategies to deal with situations representing those in a real or imagined world, and follow rules more or less consistent with how that world really works. Despite their different contexts, war games, stock market games, and strategic sports games all fit in this category.

•**Abstract Strategy** These are boardgames that involve little or no luck and in which (usually) two opponents try to outwit, outmaneuver, or outlast each other, generally using pieces that represent abstractions, such as colors or symbols, and following rules that have meaning only in the context of a game.

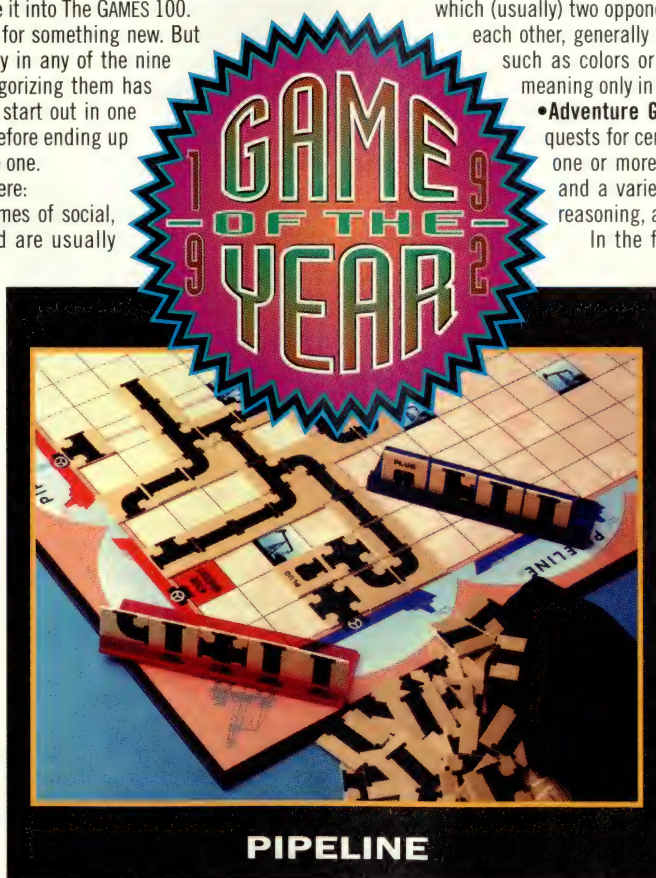
•**Adventure Games** These are games of exploration: quests for certain objects or goals or for the solution to one or more mysteries. They call for good judgment and a variety of skills, including strategy, deductive reasoning, and puzzle-solving.

In the following pages, each game title is followed by the name of its manufacturer, its suggested retail price, the computers or videogame systems it plays on (if it's an electronic game), the number of players it calls for, and, when appropriate, the issue of GAMES in which you can find a more detailed review.

PIPELINE

Playco Hawaii; \$30; 2-4; 6/92

In announcing our first Game of the Year award last December, we pointed out that to earn this special honor a game must possess, in addition to other qualities, "versatility and broad appeal, which promise that it will give pleasure to many people for a long time." When Pipeline arrived in our offices almost a year ago, we were intrigued by the unusual strategies it called for and by its always dramatic, always unpredictable endgames. Our enjoyment of Pipeline, surprisingly, increased the more we played it, and repeated playing by various people over many months left no doubt that this game, more than any other we had played all year, best met our criteria and deserved to be named Game of the Year.



In the middle of the board is a wellhead, and on each of the four sides are three loading docks. The first player to connect an unbroken pipeline from the center to any of the docks on his side of the board wins. Pipelines are built of five types of pipe segments pictured on tiles—

straights, elbows, T's, crosses, and plugs. Players take turns adding tiles one at a time to pipelines that are connected, however circuitously, to the wellhead. You may also place one tile on each of your loading docks, but you may not add to them. Plugs, of which there are only five, are used

defensively to close off pipelines.

A tile may be added to any pipeline anywhere on the board, including, paradoxically, one that's close to somebody else's loading dock. Depending on the situation and the tiles you are holding, you can divert a line away from his dock or shove it right down his throat, as it were. Playing a tile across somebody else's unprotected dock makes that dock forever unusable. Very often two or three players can collaborate to deprive an opponent of the victory he could already taste—one of Pipeline's special pleasures. Another is the power of the plugs, which usually turn up at critical moments.

Pipeline's subtleties reveal themselves gradually. No two games are ever alike, and every one is a brand-new and delightful surprise. Thank you, Ed Okamura and Playco Hawaii, for this extraordinary game.

PARTY GAMES

BEST NEW PARTY GAME

HUMM...BLE

United Enterprises; \$30; 4+; 8/92



Many people who don't know a lot of songs—or can't carry a tune past their epiglottis—feel uncomfortable playing song-identification games. Humm...ble, however, is a game even the musically disadvantaged can enjoy. If you don't know the tune or can't hum, whistle, whatever, you may act out the title charades-style. If you can't hum, whistle, whatever, and can't think of a way to charade the title, you can simply choose a different title (but only twice per game).

There are five categories made up of 1,250 song titles: Broadway musicals, folk and family favorites, oldies (1950-75), TV and movies, and contemporary (1976-today): no rap, no hard rock, no heavy metal, none of that stuff you couldn't hum even if you could hum.

CELEBRITY TABOO

Milton Bradley; \$25; 4+

The new edition works exactly like the original Taboo, the best party-game idea of the decade. You have one minute to get your partners to name celebrities by using verbal clues that may not include the "taboo" words printed below each celebrity's name.

OUTTA CONTROL

Parker Bros.; \$20; 2-6



First you have to remember four "do" instructions—such as "clap your hands" and "pretend to cry"—and carry them out in order. You

must also observe four "don't" instructions—such as "don't say the word yes" and "don't point." If you don't do a do, or do do a don't, you get more chips. If you do all the do's and don't do any don'ts, you get rid of some. The first player to get rid of all his chips without losing his mind wins.

THINK ALIKE

Western Publishing; \$20-\$23; 4-8



Players pick partners; one will be player "A," the other player "B." While one of the "A" players reads the six words on a card, the "B" players write down the first word they associate with each of them. Then the "B" players read aloud the original words while the "A" players try to guess what their partners wrote.

MOCK MY WORDS

TW2; \$26-\$30; 2-4 teams; 10/92



Your partner reads from a card: SEW MAYOR HOVER THEIR AIM BEAU. If you squint your ears just right, you can hear: SOMEWHERE OVER THE RAINBOW. That oddball idea makes this one of the funniest games of the year.

BAGGIT

Elite Games Group; \$25; 2+ teams; 6/92

Choose a category, write 10 items associated with it on separate slips of paper, and put all the players' slips in a bag. Players then take turns drawing slips from the bag and trying to get their teammates to name what's on them. The trick is to figure out the categories, so listen up.

NAMEBURST

Western Publishing; \$20-\$23; 3+

After sliding a card with 10 celebrity names into a special viewer, you

try to get your partner to guess as many of them as possible in 60 seconds by giving clues. Every player gets to read to, and to be read to by, every other player. Terrific fun.

TABLOID TEASERS

Pressman; \$28; 3+; 12/91



A supermarket tabloid-type headline is read aloud with a phrase missing, and the players write down what they think the missing words are. The guesses—and the actual missing phrase—are read aloud and voted on. Those who guessed right, and those who suckered other players into voting for their guesses, advance.

GUESSTURES

Milton Bradley; \$23; 4+; 12/91



Charades for people who hate charades. You have to act out four words printed on cards and also grab the cards before they're swallowed by the timing device you've put them in. Think fast: The first card disappears in about five seconds.

SCATTERGORIES

Milton Bradley; \$25, refill pack \$12; 2+

In two and a half minutes, write a word starting with a given letter in each of 12 categories, scoring points only for answers no one else has. The basic game comes with 144 categories; the refill pack adds 144 more, plus extra scorepads.

PICTIONARY

Western Publishing; \$22-\$30, junior edition \$14; 2-8; 3/86

It isn't how well you can draw, it's how quickly you can convey an idea with a few simple lines. This perennial bestseller is available in two editions and a junior version.

FAMILY GAMES

BEST NEW FAMILY GAME

SHOWDOWN YAHTZEE

Milton Bradley; \$11; 2-4



Yahtzee, invented in the 1950s and still available in its original form (it's in the GAMES Hall of Fame), has inspired many spin-offs. Showdown Yahtzee is one of the best.

You roll a single die to move around the board, and then roll five dice up to three times to try to get one of 12 specific combinations. If you get one, you place a card showing that combination on the board along with some of your chips. Landing on somebody else's card gives you a chance to steal it. When all 12 cards are on the board, a final showdown round gives everyone a last chance to steal, and the player who ends up with the most chips wins.

The outcome is unpredictable even up to the last roll. If you play games to have a good time, that's what you're gonna have with this one.

WIZARD

Games Group; \$8; 3-6; 8/92

The game uses a standard deck of cards plus four Wizards and four Jesters. If you win the number of tricks you predicted each round, you earn a bonus plus points for each trick; if not, you lose points for each trick over or under your prediction. A Wizard beats trump and can win needed tricks. Since it's just as important not to win too many tricks as it is not to win enough, the Jester, which always loses, lets you duck out of the lead. You hope.

LAUNCH

McGregor International; \$6.50 + \$2 p&h

The object is to be the first to play 10 cards in sequence (mimicking a space shuttle countdown) three times. There's just one little problem. If someone plays a HOLD THE COUNTDOWN or SCRUB THE MISSION card on your layout, you'll be forced to play your cards out of order or to wait for the card you need to come up in the

draw pile. You'd love to have 11 or 12 cards in your hand, but 10's the limit.

BANDU

Milton Bradley; \$23; 2-6



Novel rules make this block-stacking game an exciting contest. Players build up their own towers block by block, and the last one to remain standing wins. Each player begins also with five beans. On your turn you choose a block and announce either a "refuse" auction (players can refuse that block at the cost of one bean, but if everyone refuses it you're stuck with it), or a "bid" auction (if no one bids for the block you get it for free).

HAUBERK

Hauberk; \$22; 2-8; 10/92



To rescue the princess, you first have to figure out which castle she's in, you can't rescue her unless you're a knight, to become a knight you have to bring certain items to a corner of the board, you also need shields and weapons, and you can't even get into a castle safely unless you have a key and a sword of the right color. You need about eight items, but the rules of this diabolical game allow you only three at a time.

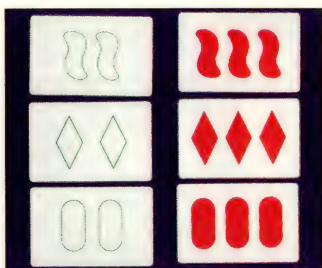
INITIAL RESPONSE

Curry Games; \$20; 2+

Two spinners select 20 pairs of initials, and you try to list one famous person for each pair in 10 minutes. You score extra if a name fits a preselected category, less if you reverse the initials, nothing at all if the name is on somebody else's list—so to do well you have to come up with unobvious names. This isn't the first initials game we've seen, but it's the most fun.

SET

Set Enterprises; \$12; 1+; 2/92



Part puzzle, part game, Set is a fascinating challenge in perception and logic. Each of the 81 cards has one to three symbols that are either red, green, or purple; either solid, shaded, or open; and either ovals, squiggles, or diamonds. The idea is to find all the "sets" in a layout: three cards in which each of the four attributes is either the same on all cards or different on all cards.

SCRUTINEYES

Mattel; \$28-\$40; 2-8; 10/92



The game uses 12 paintings from Mike Wilks's 1986 book *The Ultimate Alphabet*, plus 12 specially commissioned cartoon-style drawings. First, you and your partner write down everything you see that starts with a specified letter or fits a given category. The second time around, you're penalized if you name the same things again, so see that you don't.

RUMMIKUB 500

Pressman; \$8; 2-4; 10/92



Play your cards in standard rummy lays on the board, and link them in chains stretching across the board. When you play your last card and go out, you get credit for all lays connected to your territory. But if some-

body else goes out first, everything you've connected to his territory belongs to him, not to you.

LET'S BUY HOLLYWOOD

Henmead Enterprises; \$20; 3-6



To win, you must own two of the three shares of a video company, a movie-theater chain, a cable TV network, and a TV network. These take time and considerable cash to acquire, but produce income from players who land on them. Landing on the wrong controlled company can bankrupt you, so everyone is constantly on the make for ready cash. To make money fast, release films. But for that you need a director, actors, and a screenplay, which are all horrendously expensive. A well-designed, satisfying game.

ADEL VERPFLICHTET

Avalon Hill; \$25; 2-5; 6/92

Players bid on or try to steal valuable antiques during the auction phase, then exhibit their collections. Those with the most valuable ones advance. This game was named Germany's Game of the Year in 1990.

ALL THE WAY HOME

Ravensburger; \$21; 2-4



Though designed for ages 6-12, this intriguing little game can be enjoyed by anyone. Players are each dealt seven cards of random colors, which match some or all of the five pigs that move around an endless looping track. When you play a card, the matching pig advances to the next free space—jumping over any pigs in front of it. You win a chip whenever you move a pig into the lead, but if you don't do it with your last card, you lose all the chips you've earned that round. Grown men

and women biting their fingernails over the fate of five little piggies in a "children's" game is not something you see every day.

COSMIC ENCOUNTER

Mayfair Games; \$35; 3-6; 2/92



Each player is an alien who can break one rule. With 48 alien races, the interaction is unpredictable and often zany. It's the only game of its kind, and never the same game twice.

SECRETS OF THE DEEP

Ravensburger; \$25; 2-5



Ranged along the bottom of the sea are 18 treasure chests. On one side of the board is a boat, which ends the game when it gets to the other side. Players use divers to retrieve as many chests as they can before that happens. Your diver's oxygen is limited, but you can use dolphins to help your diver or hinder others. The boat advances each time a diver brings up a chest, so take a deep breath and hurry up.

TRUMPET

International Games; \$10; 3-6; 10/91, 12/91



Trumpet, our Game of the Year in 1991, is an unusual blend of card strategy and boardgame savvy. Landing on certain spaces lets you decide

which of six suits will be the highest in a hierarchy of trumps. Playing your cards to try to land on those spaces at the best times is what this unpredictable game is all about.

CANDIDATE

Avalon Hill; \$25; 3-6; 8/92

Every four years we see a slew of new games about presidential elections—which by mid-November are usually as forgotten as politicians' promises. Candidate, however, is an anytime-enjoyable game of light strategy offering lots of opportunities for dirty dealing in the tradition of American politics.

STACK

Loresch Publishing; \$10 (2 players), \$20 (4 players); 12/91



Players take turns placing one of their colored dice on top of someone else's with the same number. Placing the fourth die on a stack wins it. When no more plays are possible, you score the face values of stacks of at least two dice with your color on top. A surprisingly strategic game, easy to learn and to play.

TRIVIA

• BEST NEW TRIVIA GAME

TIMES TO REMEMBER

Milton Bradley; \$25; 2 teams



When did *Barney Miller* debut on TV? Can you guess it within one year? Three? Seven? Attaching precise years to our memories can be surprisingly elusive. (Let's see, that was the year I was dating Jeffrey ... no, it was when Mom banged up the Chevy, which was right after Nixon

resigned, or was it Agnew, and that must have been, let's see ...)

The game comes with 2,500 events. A category is chosen by a die roll, the event is read, and the two teams guess when it occurred. Each team has a large disc with the years from 1950 to 1990+ printed around the edge, and a set of seven clips, each covering between one and seven years, that they attach to the wheels to indicate the year or years they are guessing. A correct guess gets rid of that clip, and the first team to dispose of them all wins. The hardest clips to get rid of are the one and the two, so use them early and save the six and seven for the really tough questions. Try to remember that.

SPLIT SECOND

Parker Bros.; \$25; 3-6



You know most of the answers to the questions in this game, but how fast can you write them down? If yours is first and also correct or closest to correct, you win the point. You write your answers on one of the arms of a multi-armed device. The arms, attached to rubber bands, snap closed as soon as you let them go, and overlap so you can see what order they're in. Most answers are easy, but some require guesswork ("In seconds, how long does it typically take elephants to mate?"). Since you never know what's coming, you have to write the first thing that comes to mind. No time to take a stopwatch to the zoo.

PLAY IT BY EAR 2

Rykodisc; \$40; CD player required; 2+ teams

Instead of reading questions printed on cards, you listen to brief audio clips. But identifying them is just the beginning; after hearing a few bars of a movie score, for example, you're asked to name the actress who played the mother of the female lead. This is the second volume of last year's best trivia game (see GAMES, 12/91), and it's even better. Weaker question categories have been dropped, and some funny, naughtily suggestive memory games have been added.

PHRACTURED PHRASES

University Games; \$30; 2 teams



A phrase, title, quotation, or saying is read aloud with two words changed. The reader's teammates may answer only with the two correct words. Thus: "I left my wife in San Diego." Answer: heart, Francisco (for "wife" and "Diego"). But very often the changed words are the least obvious ones and are easily overlooked. What's really nasty—and very funny—is that the misquotes make just as much sense as the originals.

TRIVIAL PURSUIT, FAMILY EDITION

Parker Bros.; master game \$25, card set alone \$20; 2-6

This new edition comes with two sets of question cards so that adults and children can play together. If you can't answer this kids' question—"Whose army defeated the Indians at Tippecanoe Creek, Indiana Territory, in 1810?"—maybe you should leave the grown-up questions in the box.

TRIBOND

Big Fun A Go-Go; \$30; 3+

The idea is to figure out what links three people or things. For instance: What do Sabrina Duncan, Jill Monroe, and Kelly Garrett have in common? They were characters in the original *Charlie's Angels*, of course.

WORD GAMES

• BEST NEW WORD GAME

WORDSTERS

Milton Bradley; \$19; 2-6



Wordsters is a feast for word-game lovers, with original rules that also

lend it a provocative strategic element.

Each player has one minute to write down 10 words that contain the three letters on a card. The letters must appear in every word in the order given, but not necessarily consecutively. For instance, OMI may be used in INDOMITABLE and NOCTAMBULIST, but not in PRIMOGENTOR. Players then take turns announcing their words one at a time, scoring one point for a word no one else has, two points if somebody else has it. Other players who have your word must cross it off their lists and lose the chance to announce it themselves. Therefore: List a few common words that others are likely to think of, and announce the commonest words first, before somebody ruins your evening.

KNOCK-ON-WORD!

Xanadu Leisure; \$28 ppd.; 4



Two pairs of partners compete to place the most letters in a crossword-type grid. Each of the 220 letter tiles has the same letter on both sides, one blue, the other red. Everyone simultaneously draws different two-letter "combo blocks" and tries to think of a word using those letters that can be connected to a word already on the board. The first to do so knocks on the table, then gives a clue for the word. Whoever knows the word and where it goes knocks and gives an answer. If correct, that team places the word in its color on the board.

You may need ground rules for determining who knocked first. Although some good will is required by all concerned, the game is so fast and exciting that you'll love it anyway.

WHY NOT?

Our Game Co.; \$30; 1-4

This anagram-lover's delight comes with 193 magnetized letter tiles—four alphabets in different colors, extra vowels and other common letters, and wild tiles. Each player tries to form words, runs, and sets, which are placed on the magnet-board, separated by color. Players then try to get rid of their tiles by adding as many as possible to those already played. The best plays usually result from rear-



ranging all the letters in a color group. This can take considerable thought, so you might want to use a timer.

MAESTRIA

Martinez-Vachon; \$30; 2



Here's a game that takes word-making literally. Its 102 tiles display not letters but parts of letters, which you use to form letters that make up a word, which is placed on a board that measures its length. You can make a longer word by using more letters or wider ones. W, for instance, is wider than I, but it takes longer to make, and meanwhile your opponent is almost finished.

TILES

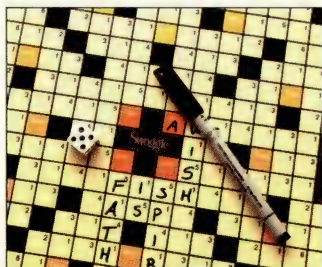
Ways With Words; \$25; 1+

Using 72 colored letter tiles and two templates, you can create mini-crossword puzzles using either random or specific letters, then rearrange the templates and try again

using the same letters. Or set up problems for someone else to solve. Or use the two trays at once. Or allow yourself only words that fit a certain theme. This is not so much a game as a system for playing a variety of games and word puzzles.

'SWOGGLE

Chieftain Products; \$10; 1-4; 12/91, 2/92



Our favorite new word game last year, 'Swoggle still scores a bingo for its combination of Scrabble-like strategy and unrestricted letter choice. A single die determines how long your word must be, but you choose the letters. Try this house rule: Rolling a one counts as one or seven, roller's choice.

QUICKWORD

U.S. Games; \$30; 2+; 2/92



Though the title of this superior word game is belied by its long playing time (even the abbreviated version takes two hours), many play-

ers say that's just fine, thank you. The equipment is especially attractive.

BOGGLE

Parker Bros.; \$12; 2+

Shake up the canister containing 16 six-sided letter cubes, and in three minutes find as many words as you can made up of adjacent letters. This is already a classic word game, and we wouldn't want you to forget it at gift-giving time.

PUZZLES

• BEST NEW PUZZLE GAME

HEAVEN & EARTH

Buena Vista Software; \$50; IBM



What an astonishingly beautiful program this is! It consists of three separate activities: a pendulum toy, in which you try to control the swing of a pendulum to "capture" certain points on the screen; an original solitaire card game inspired by mah-jongg; and 12 series of "illusions," amazing visual puzzles that can be adequately described only with one word: "Wow!"

The pendulum and the card game are certainly outstanding, but the illusions—especially the eye-popping three-dimensional brainteasers—are spectacular: reverse mazes in which you move your cursor not along pathways but through walls, which then

disappear; mazes with double cursors that move in parallel, opposite, or even perpendicular directions; "Figure Ground," in which you manipulate shaped pieces to replicate a figure in three-dimensional space; sliding block puzzles of extraordinary beauty and variety; "Convex Concave," optical illusion puzzles in which you assemble 3-D figures using pieces that are either convex or concave, but which?; and many other brilliant and original ideas.

This magnificent program is best appreciated if your computer has Super VGA and a sound board.

KRUSTY'S SUPER FUN HOUSE

Acclaim/Flying Edge; Super NES and Sega Genesis \$60, NES \$50



If you love Lemmings, you'll find this tough puzzle game very much to your liking. To evict the rats hiding in Krusty's house, you must move blocks to strategic locations, create makeshift ladders, figure out how to traverse "impassable" areas and find hidden rooms, and otherwise explore and interact with various locations and objects. There's no time limit to drive you crazy, but many of the puzzles may have exactly that effect.

CASTLE OF DR. BRAIN

Sierra On-Line; \$40-\$50; IBM, Mac, Amiga

The castle is a series of puzzle-rooms, each of which you must

HALL OF FAME

The GAMES Hall of Fame was founded in 1984 to honor games that have met the highest standards of quality and play value (always the primary considerations) and have enjoyed long-standing popularity. This is not a museum of ancient relics, however, but a living library of great games eager to be played. Once inducted, games remain on the list as long as they continue to be available. No games were inducted this year.

ACQUIRE *Avalon Hill* The other game of getting rich in the hotel biz.

BLOCKHEAD *Pressman* Pile on the pieces, but don't let them fall.

BRIDGETTE *Mayfair Games* Bridge for two.

CLUE *Parker Brothers* Did Colonel Mustard do it in the conservatory with the candlestick?

DIPLOMACY *Avalon Hill* WW1 is imminent. Whom can you trust?

DUNGEONS & DRAGONS *TSR* The quintessential fantasy role-playing game, regularly updated with new adventures.

MILLE BORNES *Parker Brothers* Giving the other guy a flat is a good way to win a race.

MONOPOLY *Parker Brothers* Tip: If you can't buy three houses at once, don't buy any.

OTHELLO *Pressman* Flip opposing stones to your color, but be careful near the edge.

PENTE *Decipher* Five in a row wins.

RISK *Parker Brothers* The strategy of knowing when to betray your allies.

SCRABBLE *Milton Bradley* The most popular word game ever.

SORRY! *Parker Brothers* Sixty years old and still kicking.

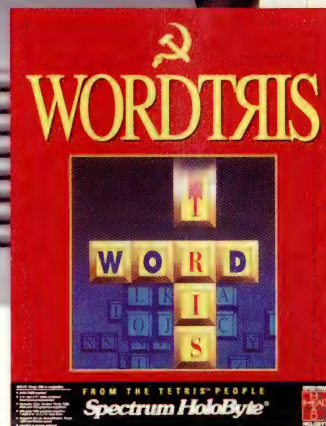
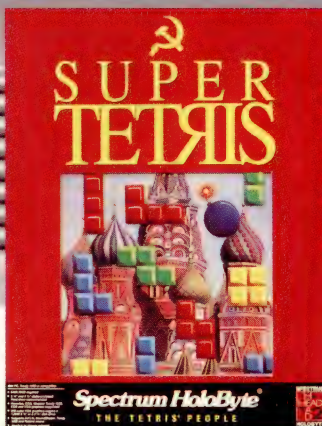
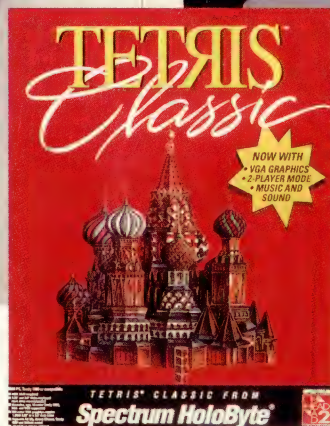
STRATEGO *Milton Bradley* Where is your opponent's hidden flag?

TWISTER *Milton Bradley* Wear loose clothing if you don't want to split a seam.

TWIXT *Avalon Hill* The classic connection game.

YAHTZEE *Milton Bradley* Never try for an inside large straight (unless you have to).

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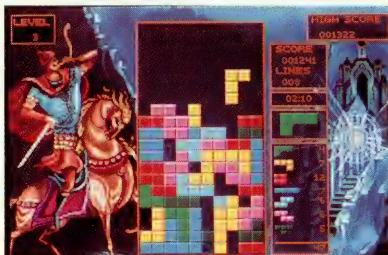


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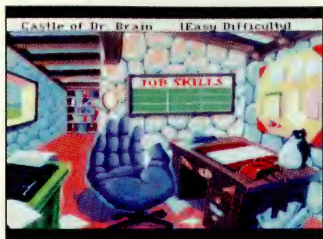
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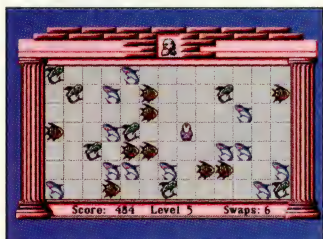
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solve before continuing: memory games, jigsaws, tricky word and number games, mazes, and knotty logic problems, all presented with wonderful style and inventiveness. You can play on any of three difficulty levels, and solving a puzzle earns tokens that you can use to buy clues when you get stuck.

DARWIN'S DILEMMA

Inline Design; \$50; Mac



A number of icons representing primitive life forms are spread out on the screen. When you merge two or more identical icons, they "evolve" into a single icon of a new type, which you then merge into yet another new type. When you've merged all the icons into a single icon, you get a new, more difficult puzzle. The problem is how to arrange the icons without running out of moves. With this new version of a game introduced last year, you can create your own puzzles and icons.

PUZZ-3D

Wrebbit; \$19-\$45



The best new idea in jigsaw puzzles since the coping saw. Extremely detailed computer-generated pictures are bonded onto a special Styrofoam backing that's very light yet thick enough to be used to build a house. Yes, these puzzles, when completed, are authentic scale models of historic houses your friends will come from

miles around to admire (or help you finish)—Alexandra House (easy), Victorian Mansion (harder), U.S. Capitol (harder still), and Bavarian Castle (we hope you have a lot of friends).

MASTERBALL RAINBOW

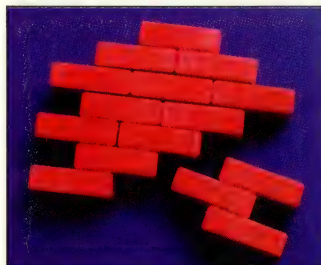
Baekgaard; \$25



A master puzzle for people who delight in truly diabolical challenges. It's a sphere made up of colored segments in a pattern that you disarrange and then try to restore. Even if you dare not try the puzzle, it makes an intriguing *objet* for your coffee table that your guests won't be able to resist fooling with. Just try to get rid of them *then*.

BRICK BY BRICK

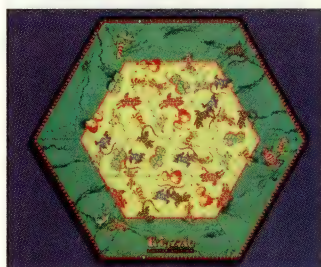
Binary Arts; \$8



Another of those marvelous puzzle-toys that Binary Arts amazes us with year after year. The puzzle—actually a series of 60 puzzles—is to combine five pieces, each made up of a few bricks glued together, into the geometric structures illustrated on cards. The back of each card shows the solution.

MASTER TRIAZZLE

DaMert; \$15



The hexagonal frame contains 24 pieces of a colorful puzzle made up

of images of lizards or flowers, many of them exactly alike. Since the pieces are identically shaped, you're going to have a fine old time putting them back in the frame once you've taken them out. If you find it too easy, try it without the frame.

SPIN-OUT

Binary Arts; \$11; 6/87

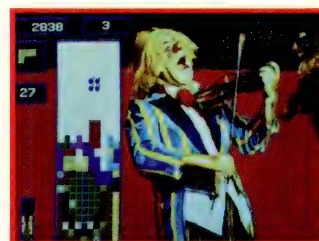
The Piltown Man was a real person. The Cardiff Giant was an authentic archeological discovery. Elvis Presley is alive and working for GAMES. As for Spin-Out, it's easy to get all the knobs turned the right way so you can slide the track they're on out of the sleeve it's in.

ARCADE GAMES

• BEST NEW ARCADE GAME

SUPER TETRIS

Spectrum Holobyte; \$50; IBM (also Windows), Mac



Purists may recoil at the suggestion that any Tetris follow-up could equal the perfect original. But Super Tetris, in its own way, is just as good and maybe better. The basic idea is the same: to complete rows by fitting together shaped pieces that fall with ever-increasing speed from the top of the screen. But in Super Tetris there's a lot more going on, and some of it, especially in the two-player mode, is explosively funny.

The midline of the screen divides the top half from a netherworld made up of partly completed rows. The object is to eliminate all underground rows. Each time you fill a row and it disappears, you're rewarded with bombs with which you can destroy whatever you want, and, if the completed row was below the midline, the underworld moves up. The bombs are a great idea, helping you get out of trouble if you've built up one side too high, or letting you prepare a spot for the next falling piece or penetrate underground.

AMAZING TENNIS

Absolute Entertainment; \$60; Super NES

Game designer David Crane wanted you to feel as if you were playing



real tennis but without having to wear shorts. So he lowered the point of view to court level, added realistic sound effects so you can tell when your opponent hits a topspin or a slice, and included all the strategy shots: lob, smash, half volley, drop shot, etc. He provided 15 opponents from inept to very ept indeed, with whom you can play a single match or an entire tournament. Best of all, two people can play against each other and scream profanities at the umpire without risking a fine.

PILOTWINGS

Nintendo; \$50; Super NES



This challenging and addictive simulation really shows what the SNES is capable of. The object is alternately to guide a parachute and four airborne vehicles (rocket belt, small biplane, helicopter, and hang glider) through a series of brief missions. Thanks to the zooming and multidirectional scrolling capabilities of the SNES, the skydiving feels so real that you almost drop the joystick to reach for the rip cord.

ACES OF THE PACIFIC

Dynamix; \$80; IBM



In that computer-generated sky filled with computer-generated planes on computer-generated flight simulations, Aces of the Pacific blows the competition out of the air. It showcases aerial battles between

Japanese and American flyers in the Pacific theater of World War II. You can fly for either side and tackle either a single mission or the entire war. Aces offers accurate flight models, multiple views, an intuitive "hot-key" interface, an informative, richly illustrated manual, and enough flexibility to satisfy the most jaded air combat enthusiast.

WING COMMANDER II

Origin; \$80, added scenarios \$30 each; IBM

With new weapons, new ships, and—if you have expanded memory, a large hard drive, and \$20 for the speech disk—digitized speech, WCII is edge-of-the-seat role-playing space-battle action. As WCII did last year (see GAMES, 12/91), WCII represents the cutting edge in action role-playing.

OH NO! MORE LEMMINGS

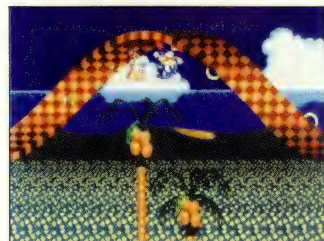
Psygnosis; \$25-\$35; all computers



Give them umbrellas to make them float instead of fall. Teach them to dig, climb, build ladders. Whatever you do, keep these self-destructive dummies from killing themselves long enough to help a few of them save the others. If you make a mistake, just blow them to smithereens (the game's funniest effect) and start over. The original Lemmings, a smash hit last year (see GAMES, 10/91), is now available from Sunsoft for the Super NES and Sega Genesis.

SONIC THE HEDGEHOG 2

Sega; Sega Genesis \$55, Game Gear \$40



As fast as Mario on steroids, Sonic is the fastest-moving critter in video-land. This sequel, with 20 playing stages, is twice the size of the original game, and gives Sonic such physics-defying new powers as a

360-degree corkscrew jump that you'll just have to see to believe (Sonic's new abilities differ in the Game Gear version).

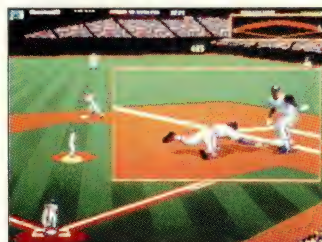
SUPER MARIO WORLD

Nintendo, available only with Super NES (\$150); 6/92

If your heart is pounding, your palms sweating, and your brain working overtime, you must be playing a Super Mario Bros. videogame.

HARDBALL III

Accolade; \$60; IBM



Along with the crack of the bat, the roar of the crowds, and the ump yelling "Yer out!", this you-are-there baseball simulation includes the digitized voice of Al Michaels handling the play-by-play. Fans of Earl Weaver Baseball II and Tony LaRussa's Ultimate Baseball can import their favorite teams.

REAL-LIFE STRATEGY

BEST NEW REAL-LIFE STRATEGY GAME

LINKS 386 PRO

Access Software; \$80; IBM with 386 processors and super VGA



Access has completely overhauled its highly regarded Links golf-game system to exploit the higher-resolution graphics of super VGA and the power of machines equipped with 386 (or higher) microprocessors.

But Links 386 Pro is much more than spiffy graphics and speed. It allows split screens and up to nine different viewing windows to give you a completely flexible, fully customizable golfing experience. You can save your best shots, view a replay either the way you hit it or reverse-angle,

get a bird's-eye perspective of the hole you're playing, micro-adjust your stance, and take advantage of a zillion other great features. You can even use your earlier Links course disks. The graphics are stunningly realistic, as are the sound effects (including digitized voices). This is far and away the classiest golf program ever produced.

A-TRAIN

Maxis; \$50-\$70; IBM



First it was a city (SimCity), then the Earth (SimEarth), then a world of warring ants underground (SimAnt), and now a railway that runs through a modern metropolis. You use your starting capital to buy track and stations, which leads to increased commerce, which in turn transforms rural areas into bustling cities. Though your purpose is to build a financial empire, it's fun just to play with your little computerized trains.

D-DAY

Avalon Hill; \$21; 2

Replay the decisive battle of World War II. The basic rules governing movement, combat, and supply come on a single two-sided sheet, making this a perfect vehicle for armchair generals getting their first taste of a boardgame battlefield. The manual also includes scenarios and excellent historical background, adding up to a rich, enduring game.

AXIS & ALLIES

Milton Bradley; \$30; 2-5; 1/85



This is nothing less than a re-creation of World War II played out on a map of the world. It comes with hundreds of soldiers, mechanized units, and enough other stuff to boggle the mind. One of the great war games.

A HOUSE DIVIDED

Game Designers' Workshop; \$24; 2; 3/82

North versus South in a realistic, fast-moving boardgame simulation of the struggle to preserve the Union. This classic Civil War game has been recently revised.

SUPREMACY

Supremacy Games; \$50 + \$3 p&h; 2-6; 7/85

In this game, which has earned a devoted following, you control a superpower and attempt to bankrupt and otherwise conquer all your opponents.

EURORAIS

Mayfair Games; \$40; 2-6; 8/91



The Eurorails game system has been used in other games, notably Empire Builder. You build and extend your rail lines, then use them to pick up and deliver cargo as efficiently as possible. Success brings profit, which is reinvested in your rail empire.

RAIL BARON

Avalon Hill; \$25; 3-6

Unlike the Eurorails play system, here you use existing lines instead of building them. The idea is to figure out economical routes to earn enough money to buy rail lines that your opponents will have to pay you to use.

CIVILIZATION

Avalon Hill; \$38; 2-7; 6/82

Not a game of conquest, this long-popular game is concerned with building societies through judicious use of natural resources, technology, law, and education.

ABSTRACT STRATEGY

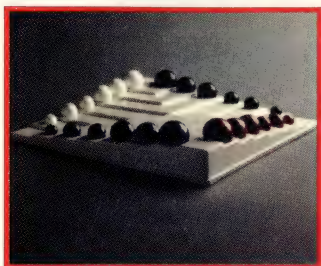
BEST NEW ABSTRACT STRATEGY GAME

TERRACE

Siler/Siler Ventures; \$30; 2-4; 4/92

Conceived half a century ago but only recently developed into playable form, Terrace is the most intriguing new strategy game in years.

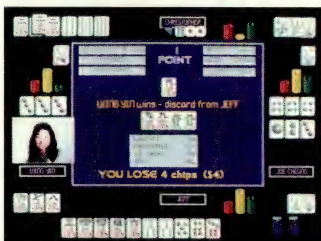
Each player has 16 pieces (you can play an abbreviated version with



fewer), which move alike but are of different sizes. Their strength is determined not only by their size (bigger is stronger) but also by the unusual terraced board: Pieces are more powerful on the higher levels because they capture downward but cannot be captured from below. One of the smallest pieces in each army has a T engraved in it, and these two pieces are the focus of the entire struggle. The first player either to get his T-piece to the opposite corner of the board or to capture the opponent's T-piece is the winner. Simultaneously advancing, attacking, defending, and maneuvering, Terrace players get the rich pleasure of an original, powerful strategy game.

HONG KONG MAHJONG PRO

Electronic Arts; \$50; IBM



If you think mah-jongg (our preferred spelling) is suitable only for gossip social get-togethers, Uncle Chen has a nasty surprise for you. You collect sets of tiles by drawing from the "wall" or from the other players' discs and throwing off tiles you don't want. If you're a novice, play through the excellent tutorial, then try a few hands with the computer-recommended opponents. This is a superb program in every way, from the graphics and animation to the digitized voices of the players. Just don't go up against Uncle Chen unless you want a lesson in humility.

FIVEPLAY

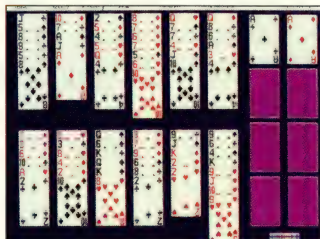
University Games; \$15; 2; 5/82

Formerly known as Interplay, Philip Shoptaugh's elegant little strategy game remains unique. The idea is to line up five hollow cylinders and solid pegs of your color in any of three specific arrangements. But pegs go

inside cylinders of the other color and the two colors share the same space.

SOLITAIRE'S JOURNEY

QQP; \$40-\$60; IBM



Many of the best solitaire card games are unappreciated and rarely played because they require two decks in large layouts and are a pain in the neck to set up. But with a computer to do the shuffling and dealing, there's no reason not to enjoy these addictive challenges. Here are 105 solitaires, from time-wasters you always win to games in which your average has more to do with logic than with luck. You can play them singly or in tournaments, "quests," and "journeys." With illustrated on-line rules and a scoring system that charts your results game by game against a statistical average, this is a program to love.

QUADRATURE

Mark Steere; \$30; 2



The object is either to occupy the opposing home base with three of your pieces or to capture all but two enemy pieces. All pieces move identically according to very simple rules. Whenever you create a rectangle in which three corner pieces are yours and the fourth your opponent's, you replace that enemy piece with one of yours. Since a player may not move a piece to create the fourth corner of an enemy rectangle, and since pieces may not retreat, you can gradually deprive your opponent of good moves by setting up favorable patterns. A tense, absorbing strategy game.

OMNIGON

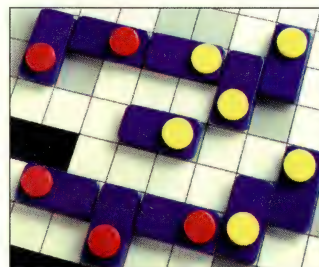
Gametree; \$28.50 + \$3 p&h; 2

Omnigon is a sharp tactical battle of direct attack and defense. The

object is to capture the enemy "helios," which can move only one space in any direction. The other three types of pieces can go any distance and can move in any of two or three directions. Each piece except the helios has arrows indicating its allowable directions. When you move a piece, you may also reorient the arrows. Sudden attacks from unexpected directions abound, and the game tends to reach a climax when many pieces are under attack at the same time and a single move can cause a bloodbath. Great fun.

KINESIS

Cherry Street Games; \$30; 2



It seems simple enough: You and your opponent each start with eight stones at opposite ends of the board, and the first to get one of them to the other side wins. Stones move only one space on the board, but advance much more quickly along chains of movable "sticks." But a stone can't pass an enemy stone in its path, so blockading is the main strategic device. Kinesis is a compelling game of long-range maneuvering that will be appreciated by players who enjoy subtle positional struggles.

BATALO

Harmony Games; \$12; 2

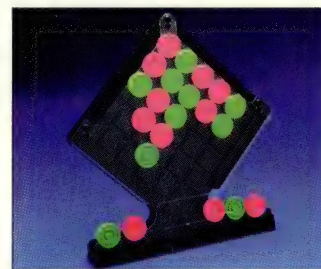


Each side has a base on which a column stands surrounded by six stones. You win by moving any of your pieces into your opponent's base. Stones move one space in any direction or leapfrog friendly pieces. Your column is your most powerful attacker and also an indispensable defender: It can slide any distance and can capture enemy pieces, but it's your only piece that can keep the enemy

out of your base. Batalo is a very entertaining game of tempering aggression with prudence.

SLIDE 5

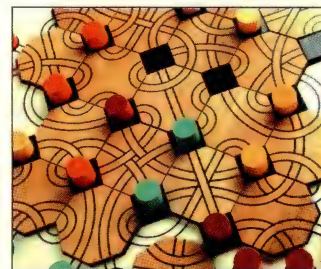
Educational Insights; \$17; 2



When you push one of your colored chips into a row, any chips already in that row are forced ahead, and those at the end of the row are pushed out of the playfield. The object is to get five of your color in any row. Of course, adding a chip affects more than one row—as many as six, in fact—so you have to be careful not to let the chips fall where they may.

OCTILES

Kadon Enterprises; \$62 + \$4 p&h; 1-4; 4/85



Reacquainting ourselves with Octiles after several years reminded us how fine it is and that it belongs in The GAMES 100. In the basic game, players each have "runners" that they try to get to specific goals across the board by moving them along paths made up of segments printed on octagonal tiles. But a player may choose instead to turn a tile, which redirects several paths. The Octiles set can be used for many original games and puzzles. No game-lover should be without it.

QUINTILLIONS


Kadon Enterprises; \$39 + \$3 p&h; 1-4; 9/81

Invented by Kate Jones after reading about a pentominoes-playing character in an Arthur C. Clarke novel, Quintillions is appearing in The GAMES 100 for the seventh time. It can be used for dozens of competitive strategy games, original and classic puzzles, even sculpture-building problems. An essential game.

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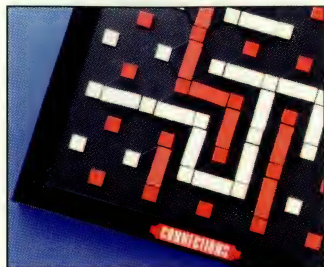


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CONNECTIONS

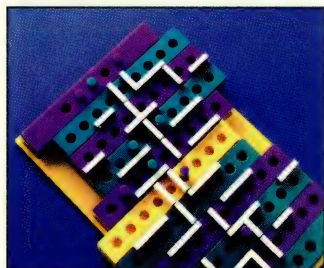
Connections North America; \$26; 2; IBM version: *Engineering Technical Services*; \$45



The object is either to connect opposite sides of the board with your tiles or to surround an opposing point or tile. The possibility of winning in two ways makes Connections much trickier than it appears.

SHUTTLES

University Games; \$15; 2; 2/84



Philip Shoptaugh's ingenious minigame reappears under a new banner, and if you haven't yet played it you're in for a treat. You and an opponent each have five pegs at opposite ends of a maze, and the first to move all of them to the other end wins. You can alter the maze to benefit yourself or hinder your opponent, but if you're not careful you could be doing just the opposite.

CHESSMASTER 3000

The Software Toolworks; IBM \$50, Windows \$60, PC CD-ROM \$100



Thanks to its tremendous flexibility and versatility, Chessmaster 3000 is the computer chess program par excellence. You can adjust its playing strength and style, compete in a variety of formats from blitz to clocked tournament play, select from various set and board designs, and listen to a digitized voice tell you what's wrong

with your position and what you should do about it. The CD-ROM version is spectacular.

ABALONE

Abalone Games; \$25; 2; 6/89

If you have more marbles than your opponent in the same line, you can push your opponent's along that line. Push six opposing marbles off the board and you win. This modern classic is an intriguing combination of subtle maneuvering and brute force.

TRAVERSE

Educational Insights; \$20; 2-4

Each player has eight pieces of four different types, and tries to get all of them from one end of the board to the other before any opponent does. Pieces move and jump only in certain ways. Using the advanced rules, you can set up long jumps that zigzag all the way to the goal. A colorful and charming game.

ADVENTURE GAMES

• BEST NEW ADVENTURE GAME (TIE)

THE LOST FILES OF SHERLOCK HOLMES

Electronic Arts; \$60; IBM



Our appetite for Holmesiana seems to be insatiable, judging by the endless stream of books, movies, and games aimed at satisfying it. The Lost Files of Sherlock Holmes, an original mystery-adventure, comes closer than any previous game to the "real" Sherlock. The graphics capture the London of 1888 in wonderfully atmospheric style, and the distinctive characters that populate the story could well have been created by Arthur Conan Doyle himself. Holmes travels in an animated horse-drawn cab shown in a sort of bubble floating through the streets of London—a brilliant effect.

Dr. Watson keeps an up-to-the-minute journal, so whenever you need a reminder about anything that has transpired in the game, simply click on the journal, type in a key word, and there it is. The writing, usually the weakest part of adventure games, is

here stylistically on-point and literate. The designers obviously made a great effort to get every detail just right, and it has paid off handsomely.

INDIANA JONES AND THE FATE OF ATLANTIS

LucasArts; \$60; IBM, Mac, Amiga



Panoramic, suspenseful, witty, and, *mirabile dictu*, solvable without a hint book, this vast adventure is king of the hill—and you can play it three times. Early in the game you're given a choice of three styles of play: action, adventuring with the help of another character, or going it alone (the most challenging). Though each choice leads to a very different game, all follow a similar plot. Finding Atlantis requires you to navigate a balloon (or ride a camel) in a windy desert, maneuver a submarine (or scuba gear), negotiate with Arab traders, figure out how to use Atlantean artifacts, and solve many other interesting and novel puzzles.

ULTIMA UNDERWORLD: THE STYGIAN ABYSS

Origin; \$80; IBM



This landmark role-playing game is the finest dungeon adventure ever produced. Unlike other games, in which you advance step by step, in the Stygian Abyss you move through smoothly scrolling tunnels and rooms. The gloomy lighting, simulating the use of a torch, enhances the effect of actually being in this dank, dangerous place: You can practically smell it. The game also features a magic system based on rune-stones, an intelligent plot, and an automatic mapmaker.

GATEWAY

Legend; \$60; IBM

Frederick Pohl's grim science fiction novel *Gateway* is set on what was



once a way station used for space exploration and mining by a mysterious vanished race known as the Heechee. Adventurers, such as yourself, go there to risk their lives against the slim chance of getting rich by piloting the little-understood Heechee spaceships to ... well, who knows where—or even if you'll ever return.

THE LEGEND OF ZELDA: A LINK TO THE PAST

Nintendo; \$50; Super NES



The third in the popular Zelda series, and the first designed for the Super NES, is by far the biggest, smoothest, best-looking, and cleverest of the lot. The plot, characters, and special effects have all been marvelously magnified. Thanks to the SNES's zooming and scrolling capabilities and the 3-D perspective, the game is visually thrilling. And the stereo sound, particularly played at full volume, will make you think you're at the movies.

SPELLCASTING 201: THE SORCERER'S APPLIANCE

Legend; \$50; IBM

Ernie Eaglebeak returns in Steve Meretsky's wacky interpretation of life at Sorcerer U., where Ernie, now a sophomore, must survive hell week to join his favorite fraternity. Despite its unfortunate patches of *Animal House* humor, the game is full of intriguing puzzles involving interesting magical devices and chemical substances with unusual properties (not what you're thinking).

THE LOST TREASURES OF INFOCOM

Activision; Vol. I \$70, Vol. II \$50, CD-ROM \$80; IBM, Mac, Amiga (Vol. I only)

What a bargain! Infocom, the most creative force in all-text interactive fiction games, melded with Media-

genic several years ago and for a while seemed to have disappeared. Activision, Mediagenic's new identity, has now reissued the 33 greatest Infocom games in two volumes (20 in Volume I, 13 in Volume II): the Zork series, Starcross, Suspended, The Hitchhiker's Guide to the Galaxy, Planetfall, Trinity, A Mind Forever Voyaging, et al.—with reproductions of the original maps, booklets, and the other stuff that made Infocom games so special. Not to be missed.

SECRET OF MONKEY ISLAND II: LECHUCK'S REVENGE

LucasArts; \$60; IBM, Mac, Amiga; 8/92



The continuation of wannabe pirate Guybrush Threepwood's pursuit of sexpot Governor Marley while trying to deal with LeChuck and his detestable henchman Largo LaGrande, world champion spitter. Chock full of unusual and witty puzzles.

BATTLE MASTERS

Milton Bradley; \$30; 3+

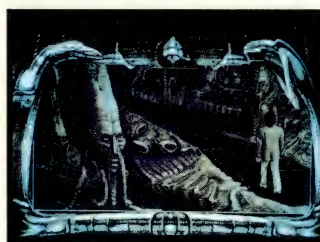
Archers and mounted knights face a grim army of orcs, goblins, and trolls in this epic fantasy combat game. Played on a huge plastic mat,



which must be spread out on the floor (unless you have a dining room table that seats 24 and you don't mind eating out for a while), the game revolves around the large plastic castle. A tremendous game by a company that does this sort of thing right.

DARK SEED

Cyberdreams; \$50-\$60; IBM



Making use of the fantastic art of H.R. Giger (creator of the creature in *Alien*), this somber science fiction adventure is unlike anything you've ever seen. An alien race has implanted a seed in your brain as you slept, and if you don't get rid of it within three days it will mature—with unthinkable consequences. Time is precious: Whenever you find a clue, replay the game from the beginning to streamline the timing.

You won't mind seeing the art again and again. It's like moving through a computerized art museum.

DARK WORLD

Mattel; \$30-\$45; 2-5



Heroes hack 'n' slash their way ever closer to the castle of Korak, facing ever-stronger defending monsters on the large 3-D board. One player controls Korak, and all the others team up to defeat his minions and ultimately the big ugly guy himself. At the castle, thoughtful strategy is needed. Mattel's first entry in the battle-game category is a great success.

HERO QUEST

Milton Bradley; \$22, added quests \$8 each; 2-5; 12/91



Last year's best adventure game, and one of this year's, Hero Quest provides 14 different quests, each taking one to two hours. One player is Zargon, the evil master of the dungeon, and four other players collaborate to defeat him and complete the quest. A great introduction to the role-playing genre, and a satisfying game for experienced players as well.

LOOM

LucasArts; IBM, Amiga, Atari ST \$30, Mac \$45, PC CD-ROM \$100



A lovely game of fantasy and magic, Loom is now available in CD-ROM format, providing greater graphic detail and full stereo sound. The latter is important to the plot, since many of the puzzles are based on musical codes. Loom is one of those rare games that parents can really enjoy playing along with their kids.

DUNGEON

TSR; \$20; 2-6

Newly redesigned last year, Dungeon is aimed primarily at beginning role-players, though it includes a more challenging Expert Game for practiced dungeoneers. ■

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The following story is based on real events. When Fritz Peperl, Austrian contender for the world heavyweight crown was defeated in his first American fight, he had two consolations. He got \$50,000—and his dear Kathi, on the very day of the fight, became the toast of Broadway. The giant pugilist was devoted to his wife, and when Kathi, the once obscure café singer of Vienna, won a two-year contract at the famous Portugal Paul's, the big Austrian cabled home in glee.

But Broadway smiled cynically, for Broadway knew Portugal Paul. He was rich, suave, and clever—a tall, lithe Portuguese gentleman with something of a Don Juan reputation. The columnists who specialized in private lives nodded knowingly. Within a few weeks they were dropping hints that Portugal Paul and Kathi were everywhere together. People who thought about such things wondered whether the pugilist was simply dumb or had ceased to care. The culmination of the situation came with a suddenness that surprised even Broadway.

Only a month after the fight the Austrian couple were invited to visit Portugal Paul's sumptuous Adirondack hunting lodge. Also present as guests were: Orlov, a Russian basso; Mrs. Garabrant, the American contract bridge expert; and the veteran comedienne, Lottie Lott. Unfortunately for the host, during the preliminary drinking rounds the Russian singer uttered some remark to the private ear of the pugilist, and before the company quite comprehended it all, Orlov was lying prostrate on the floor. He was hurried to the nearest hospital with a dislocated jaw. The pugilist glowered and declined to discuss the incident, except to say that the Russian had insulted his wife.

Portugal Paul took things with his customary suavity. He was the dutiful host, spending several hours with Orlov at the hospital. The injuries were not serious; but Orlov did not return to the party. He took the train for New York the next day. A distinctly uncomfortable atmosphere persisted after the incident. For several days the small party went through apathetic rounds of walks, rides, and sports, and the servants noticed that throughout this time, when Portugal Paul and Kathi were together, they took care to

remain visible in the company of another person.

On the fourth night following the Orlov encounter, the body of Fritz Peperl was found stabbed in three places in a rough log-shelter about 100 yards from the lodge. The gigantic pugilist had been murdered within three hours of the time of his appearance at a friendly game of bridge. The circumstances and evidence were as follows:

At a little after 5:00 the party had broken up following several hours of bridge on the side porch of the lodge. Mrs. Garabrant had been coaching the other four. Peperl announced that he would like some exercise and intended to walk in the woods until time to dress for 8:00 dinner. He departed alone, striding vigorously. All agreed that the pugilist was in good humor; there had been no ruffling of tempers during the day. Ten or fifteen minutes later Miss Lott retired to her room. Mrs. Garabrant, Kathi,

and Portugal Paul strolled off into the woods in the direction opposite that taken by the pugilist. About a half-hour later servants saw Mrs. Garabrant return alone. She played solitaire for a short while and then went to her room.

At 7:40 Miss Lott and Mrs. Garabrant came down for dinner and found the others absent. A few minutes later Kathi fluttered in from the edge of the woods. They had been lost, she explained; Portugal Paul was at the stables for a moment and would follow soon. She inquired about her husband, and a dining-room maid said that he had returned about 7:00 and gone to his room. He had not been seen since. Portugal Paul came in a few minutes later from the direction of the stables, and apologized in his customarily calm and urbane manner. At 8:15, when the four were attacking belated cocktails on the porch, a gardener ran in with the shocking news. They rushed to the log-shelter.

Fritz Peperl was stretched out on the dirt floor of the three-sided cabin. He was attired in dinner clothes. A great crimson stain covered the lower part of the left side of his vest and shirt. He had been stabbed three times in the left side, one thrust, the medical examiner later established, having penetrated to the heart. Even in the unsatisfactory illumination of a flashlight the horrified group could discern in the very center of the large, starched shirt

THE IMPRINT ON THE SHIRT

*A Classic Mystery from the GAMES Library
By Lassiter Wren and Randle McKay*

★★

front what appeared to be the muddy imprint of a large human thumb. It was several inches from any blood; its lines were clearly defined. When discussing the matter with detectives later, the party agreed that they took it for Peperl's own thumbprint—although why he should have thrust his own thumb with such force into the center of his shirt they could not explain. "Possibly done in his death agony," Portugal Paul later told the detectives. The stiff shirt had been dented by the force of the imprint.

The weather had been dry for some days, and the hard-baked ground in and about the log-shelter yielded no footprints. The gardener, an aged man, physically incapable of having done the crime, could not be doubted. He said he knew nothing of it; he had merely found the body as he was searching for an old shovel that he had left in the shelter that morning. Detectives summoned from the adjacent town of Butterton went over the scene with no better results than the others. There were no other clues. But they did take the victim's finger and thumb impressions and compared them with the imprint on the shirt. There was no resemblance.

Upon arrival the detectives had heard of the Orlov fracas, and had telephoned the New York police to check on the Russian's whereabouts. A prompt report came back: Orlov was there and had been there all day. He denied any knowledge of the crime.

"Under the circumstances," the chief detective announced to the assembled guests and servants, "I suggest that everyone volunteer thumbprints to me."

Portugal Paul stepped forward at once, submitted to fingerprinting, and was followed by all guests and servants, including the gardener. The detectives saw at once, upon examining the various prints, that those of all the women and most of the men were much too small to compare with the imprint on the shirt. The thumbprints of Portugal Paul and of his butler, however, were large enough. But the detectives could not help but see, upon inspection, that the characteristic ridge-marks, or lines of their imprints, were radically different from the delineations of the imprint on the shirt. (See illustration.)

"Thank you. No one here could possibly have made the shirt imprint," said the detective. "It is clearly the work of some unknown man. He may be lurking in the woods. We will spread the alarm and organize search parties."

While this was being done, the chief detective questioned everyone further. All talked willingly, with apparently no guilty knowledge of the crime. The maid in the dining room had seen Peperl only for a moment as he went upstairs. She did not see him come down. Evidently he had dressed and come down before the two ladies. Had he been walking in the grounds before dinner—or had he had an appointment at the log-shelter? No one professed to know.

Kathi and Portugal Paul told a clear story. They had strolled with Mrs. Garabrant for a half-hour, when she returned. All agreed they had not met or seen anyone. "After she left," Kathi said, "we walked on further, not

seeing anyone. We had an excitement over a snake. I heard one rattle. Paul cut a stick from a tree and hunted all over to kill it. But we could not find it. It took so long that it was getting dark in the woods and we lost our way for a while. That is why we were late."

Portugal Paul calmly confirmed the account. "It is quite true," he said. "And of course you have come to the conclusion that I carried a knife on the walk. You may examine it if you care to. I assure you again that I have not the least idea who killed poor Peperl."

The detective in charge protested that he did not suspect the host and was convinced that the murderer had fled through the woods.

"If we catch him," he said, "we will certainly be able to link him to it by the thumbprint—that is clear."

But widespread search did not net any such person, and the mystery of Fritz Peperl's death went on for several days. Had the murderer escaped? Or was the murderer, as some thought, so cool and clever as to have avoided suspicion?

The perplexing case finally came to the attention of the celebrated M. Grivot, fingerprint expert of the French Surété, who happened to be visiting the U.S. at the time. "The mysterious thumbprint," as the papers called it, had been well advertised. Grivot was persuaded to take an interest in the case, and listened long and carefully to the stories of the local detectives. He was shown the now celebrated imprint on the shirt, and was given the fingerprint impressions of the men at the lodge that night. The French expert's eyes glistened and he pounded the table in excitement.

"You must arrest — at once!" he shouted to the interpreter. "I haven't the slightest doubt! Quite magnificent case. Attend—I will tell you exactly what happened!"

And to the incredulous ears of the local detectives, the Frenchman sketched rapidly the evidence that impressed him, and reconstructed substantially how the crime had been committed. The guilty party was located, arrested, and charged with the killing of the Austrian pugilist. And by reason of other evidence gathered at Grivot's instructions, the State's case was carried to a successful prosecution.

Now see if you could have solved the mystery. Who was responsible for the imprint on the victim's shirt? What was its significance? Whom did Grivot name? ANSWER, PAGE 49



- 1) *Mysterious imprint found on Fritz Peperl's shirt,*
- 2) *Portugal Paul's thumbprints,*
- 3) *the butler's thumbprints,*
- 4) *the victim's thumbprints*

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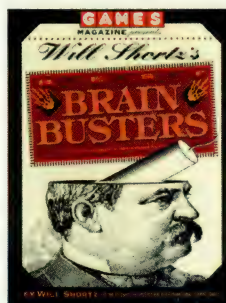
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
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CONTEST RESULTS

FROM AUGUST

HOW COME?

 A man spends several days reading about midget apartment dwellers who can't reach their elevator buttons; blind tightrope walkers murdered by bandleaders stopping the music too soon; goldfish with human names lying dead in pools of water; and lighthouse keepers who forget to turn on their beacons and commit suicide when their negligence causes ships to crash. How come?

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1. One day, Kerry celebrated her birthday. Two days *later*, Kerry's *older* twin brother, Terry, celebrated his birthday. How come?

Because of the large number of excellent entries, we have doubled the number of runner-up prizes and awarded a GAMES T-shirt to each of the following. The answers to all the stories appear upside-down at the end.

2. While digging a garden, a man unearthed a large metal box filled with money and jewelry. For seven years he spent none of the money and told no one what he had found. Then he suddenly bought a new house, a new car, and a fur coat for his wife. How come?—Dee Bruder, Sellersville, PA

3. A woman walked up to a man behind a counter and handed him a book. The man looked inside and said, "That'll be four dollars." The woman paid the man and walked out without the book. The man saw her leave without it, but didn't call her back. How come?—Dan Crawford, Manchester, IA

4. Each day, Ms. Jones walks from her home to the local butcher shop on Main Street. Even though Ms. Jones is a known vegetarian and lives alone, she

purchases eight ounces of steak, and then disposes of the meat on her way home. How come?—Sharon Cummings, North Myrtle Beach, SC

5. John is extremely jealous and suspects that his wife, Susan, is having an affair with the next-door neighbor, Rick. One night, he arrives home from a long business trip. After chatting a bit with his wife, he goes upstairs to shower and shave. He examines the bedroom and bathroom for signs of his neighbor's presence, but finds none. After a hot shower, he gets ready to shave but suddenly drops the razor and runs downstairs to confront his wife with proof of her infidelity. How come?—Gary Disch, Aylmer, Quebec

6. Ronald was putting the finishing touches on a still life masterpiece he was painting in his apartment one dark and stormy night when suddenly the lights went out. Although no one was murdered and no one had entered his apartment, seconds later a scream was heard from Ronald's room. How come?—Kris Hunt, North Pole, AK

7. Susan watched as her husband boarded the 8:15 P.M. Air Canada flight from Toronto to Chicago. She then drove home from the airport and proceeded to watch a movie. About 45 minutes into the movie a news bulletin flashed: The 8:15 P.M. Air Canada flight from Toronto to Chicago had crashed leaving no survivors. Susan didn't react. She just continued to watch the movie. How come?—Lori Lavalie, St. Catharines, Ontario

8. You are seated next to the pilot of a small plane at an elevation of one mile. Huge mountains loom directly ahead. The pilot does not change speed, direction, or elevation, yet you survive. How come?—Bob Loper, Somers Point, NJ

9. Tom cannot read, write, or speak. He does not know his own name or how to tie his shoes. He has never worked a day in his life. Despite these shortcomings, Tom is given a very high-paying, extremely important job—the top position of an internationally renowned organization. How come?—Dave O'Brien, Charlottesville, VA

10. During a holiday weekend, Chris made a special trip to a very fancy restaurant. After getting the check, and realizing the figure was unusually high, Chris did not get upset. How come?—Jared Pike, Shippensburg, PA

11. A man in a hotel was having a diffi-

cult time falling asleep. He got up, opened the drapes, and then fell asleep easily. How come?—Kristen Stowe, Neenah, WI

—Peter Gordon

Note: The results of "Save the Earth!" will appear next issue.—Ed.

1. At the time she went into labor, the twins' mother was traveling from Guam to Hawaii. The older twin, Terry, was born. The date was March 1. Shortly afterward, the mother crossed the International Date Line, and Kerry, the younger twin, was born. The date was February 28. In leap years the younger twin celebrates her birthday two days before the older twin, since February 28 is two days before March 1.

2. The man had been shipwrecked. He found a pirate's treasure but was not rescued for seven years.

3. She was returning an overdue library book. Some time ago, Mrs. Jones's employer died. The employer had left her entire estate and substantial savings to Gigi, her beloved poor die. Mrs. Jones was to care for Gigi in the employer's mansion at a comfortable salary for the rest of Gigi's life. After Gigi's death, the money would go to local charities to care for other less fortunate pets, leaving Mrs. Jones without a job or a home. So even though Gigi died soon after the employer died, Mrs. Jones continued to purchase the steak (Gigi's only diet) to fool the butcher and the townsfolk, thus keeping her job.

5. Although the bathroom appeared normal when John first examined it, the mirror had steamed up during his shower. It then revealed a message that had been written on the steamed-up mirror the previous day after Susan and Rick had taken a shower together. The message read "SUSAN LOVES RICK." Susan, of course, didn't realize that the message would reappear.

6. Ronald, who was painting with computer graphics, had failed to save his work on disk. When the storm caused a power outage in his apartment, the painting was lost. This loss of work caused Ronald to scream in frustration.

7. The movie had actually aired three nights earlier. Susan had taped the movie on her VCR to watch it that evening.

8. The plane is sitting on the ground at the Denver, Colorado, airport.

9. Tom is an infant who also is the crown prince of his country. Tom's father just died, leaving a very inexperienced new king.

10. Chris worked at the restaurant, and was receiving his paycheck with a Christmas bonus. For an important meeting. The wake-up call wouldn't get him up, and he was so worried about oversleeping that he couldn't fall asleep. After opening the drapes, however, he knew the sunlight would wake him up on time, so he was no longer worried and fell asleep easily.

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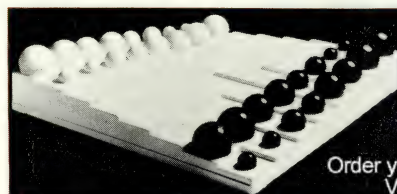
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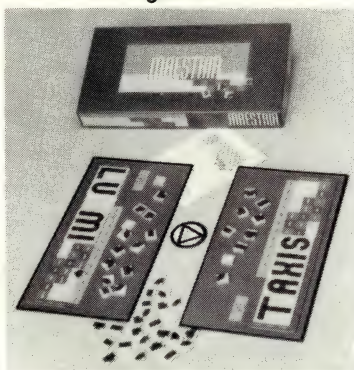
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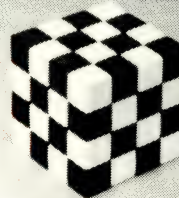
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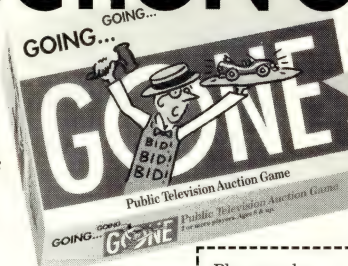


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WILD CARDS

edited by peter gordon

TEASERS

HEARD IT BEFORE?

What highly unusual property do the six words below have in common?

Circus Cook Judge
Kinetic Solace Zebras

—Robert Leighton

HALL OF FAME

APT TV INITIALS

Each of the following descriptions refers to a character in a TV series. The first letters of the words are also the initials of the actor or actress who plays the character. "Blithering Woman," for example, refers to Betty White of *The Golden Girls*. TV experts should get at least 12.

1. Tidy Roommate
2. Teetotaling Dallier
3. Logical Nonhuman
4. Affable Therapist
5. Dopey Agent
6. Taxi Driver
7. Decorating Consultant
8. Beached Dimwit
9. Nerdy Prodigy Healer
10. Rotund Barrister
11. Controversial Broadcaster
12. Flatheaded Giant
13. Jilted Husband
14. Charlie's Lady
15. Racketeering Spoiler
16. Deputy Kook
17. Blonde Enchantress
18. Pursues Miami Thugs

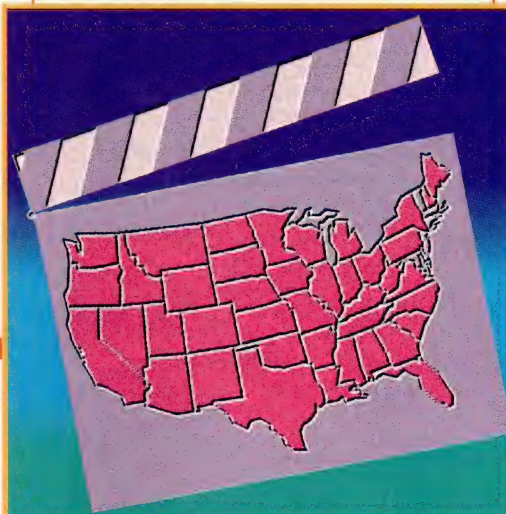
—Janet Bender

TEASERS

THE FINAL FOUR

There is only one common uncapitalized English word that ends with the letters -INSE (not counting derivative forms), and only one that ends with -ONSE. What are they?

—Raymond D. Love



LIST DEPT.

U.S. FILM FESTIVAL

How many different state names can you think of that appear in movie titles? The name of the state does not necessarily have to represent the state itself, but the name must appear intact. For example, *Who's Afraid of Virginia Woolf?* would be fine, but not *The Virginian*. Getting answers for 10 more states is good; 16 is excellent. The Answers list fairly well-known movies for 32 more states.

—Bob Fenster

TRIVIA

FUNNYMAN'S BEST FRIEND

Many newspaper comic strip writers rely on dogs to get their laughs. In *Marmaduke*, the dog is the title character. The 12 hounds below, however, are not. In what comic strip does each of these canines appear?

- | | |
|-----------|------------|
| 1. Snoopy | 7. Barfy |
| 2. Sandy | 8. Dawg |
| 3. Daisy | 9. Electra |
| 4. Ruff | 10. Farley |
| 5. Odie | 11. Fuzz |
| 6. Otto | 12. Snert |

—Peter Gordon

WORDPLAY

DEVELOPING NATIONS

Each of the words below contains five consecutive letters that can be rearranged to spell the name of a nation of the world. For example, given the word DENIGRATE, you could rearrange the five-letter sequence ENIGR to spell NIGER. (The five letters may be at the beginning, middle, or end of the word.) Can you find the hidden nations?

1. FILCHED
2. ENHANCING
3. CRAZIER
4. GRAYISH
5. RELIABLY
6. SUNDAE
7. COLLAPSING
8. MERIDIAN
9. FRAILTY
10. YANKEE
11. PENALTY
12. SHANGHAI

—Dierk Rakula

NUMBER PLAY

DIGITIS

We've replaced all but a few of the digits in the long division problem below. Using mathematical logic, can you replace the numbers, one digit per dash, so that the completed division is correct? The answer is unique.

$$\begin{array}{r} \text{---} \overline{\text{---} \text{---} \text{---} \text{---} \text{---} \text{---}} \\ \text{---} \overline{) \text{---} 7 \text{---} \text{---} \text{---} \text{---}} \\ \text{---} \text{---} \\ \text{---} \text{---} \overline{) \text{---} \text{---} \text{---} \text{---} \text{---} \text{---}} \\ \text{---} \text{---} \overline{) \text{---} \text{---} \text{---} \text{---} \text{---} \text{---}} \\ \text{---} \text{---} \overline{) \text{---} \text{---} \text{---} \text{---} \text{---} \text{---}} \\ \text{---} \text{---} \overline{) \text{---} \text{---} \text{---} \text{---} \text{---} \text{---}} \\ \text{---} \text{---} \overline{) \text{---} \text{---} \text{---} \text{---} \text{---} \text{---}} \\ \text{---} \text{---} \overline{) \text{---} \text{---} \text{---} \text{---} \text{---} \text{---}} \\ \text{---} \text{---} \overline{) \text{---} \text{---} \text{---} \text{---} \text{---} \text{---}} \\ \text{---} \text{---} \overline{) \text{---} \text{---} \text{---} \text{---} \text{---} \text{---}} \end{array}$$

—David Tuller

WILD CARDS

LOGIC

POKER POSER

Detective Pascal growled at the six sullen gamblers, "OK, come clean! Exactly what cards did each of you hold in your last game of five-card poker?"

Harry said eagerly, "I had the two, nine, and jack of hearts, and the two and nine of diamonds."

Edna smiled. "Lieutenant, I held four fives and the queen of spades."

Frankie snarled, "You numskulls! Why are you telling him so much? I held a club flush, Pascal, and that's all I got to say."

Georgiana said, "I had a straight. Two of my cards were spades; the others weren't."

Dave muttered, "I had a black straight flush."

Cleo whined, "I just had one lousy pair." She glared at Frankie and added, "But my lowest-ranking card

was higher than any of yours!"

Pascal then asked, "How many of the undealt cards were black?"

Dave calculated a moment and said, "No more than three. But that's all, Pascal! We ain't telling you a thing more about our cards!"

Pascal grinned. "You've told me everything I need to know!" He rattled off the contents in Dave's, Frankie's, Georgiana's, and Cleo's hands.

Can you do the same?

A straight is five cards in sequence order, such as 4 5 6 7 8 of any combination of different suits. A flush is five cards of the same suit, such as ♠ 2 ♣ 5 ♠ 8 ♣ 9 ♠ J. A straight flush is a straight whose cards are of the same suit. A pair is two cards with the same value, such as two kings. The ace is the highest-ranking card, but it can be used at either end of a straight; that is, both A 2 3 4 5 and 10 J Q K A are legal straights.

—Bob Stanton

WORDPLAY

ANIMAL LADDERS

The object of a word ladder is to change one given word into another by altering one letter at a time and making a common, uncapitalized English word at each step. No letters may be scrambled from one step to the next. For example, to change WARM to COLD in four steps, you could write WARM, WARD, WORD, CORD, COLD. Can you complete the six animal-related word ladders below in the number of steps listed?

1. CATS to MICE (4 steps)
2. BULL to BEAR (4 steps)
3. PONY to COLT (5 steps)
4. FROG to TOAD (7 steps)
5. LION to LAMB (7 steps)
6. FAWN to DEER (7 steps)

—Ogden Porter

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WORDPLAY

WHAT'S THE GOOD WORD?

In each line below, all three words can be preceded by the same new word to produce three compound words or common two-word phrases. For example, if you were given the words BULB, HOUSE, and YEAR, you could add LIGHT to get LIGHT BULB, LIGHTHOUSE, and LIGHT-YEAR. The three answers in each set (1, 2, and 3) can themselves be preceded by a single word to produce another set of three answers. And those three answers, each preceded by one more word, will lead to the final one-word solution to the puzzle.

1. a. House, play, steering
b. Horn, shine, tree
c. Log, stage, stroke
2. a. Diver, flint, tight
b. Fairy, paste, pick
c. Lash, shadow, witness
3. a. Charge, girl, story
b. Cake, fry, handle
c. Cellar, trooper, window

—Rudolph Bernstein

TORMENTORS

PRESTI-DIGIT-ATION

Each letter in the grid below represents a different digit. The asterisks represent any digit. Can you replace the letters and asterisks with digits to form a magic square? (A magic square has each row, column, and main diagonal add up to the same total.) The answer is unique.

MA	**	IG
***	GI	C
MA	**	**

—Guney Mentes

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OUT OF SITE

by
will shortz

See if these shapes geog your memory. Each one is the outline of a state, province, country, continent, body of water, or other geographical area—or a part or combination of any of the above. We've enlarged them, shrunk them, overlapped them, colored them, and generally done our best to disguise them. We have not, however, rotated or reflected them; each shape is oriented exactly as you would see it on a map. Using an atlas, or working solely from your memory, how many of the 26 outlines can you identify? Getting 10 or more indicates high geographical a-where-ness; 15 is a "capital" job; if you get 20 or more, perhaps there's an opening for you at Rand-McNally.

ANSWERS, PAGE 49



GOLD AWARD WINNER

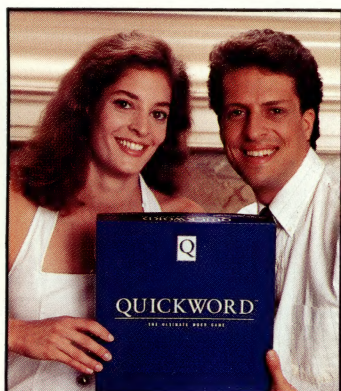
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